

FIG. 2



FIG. 3

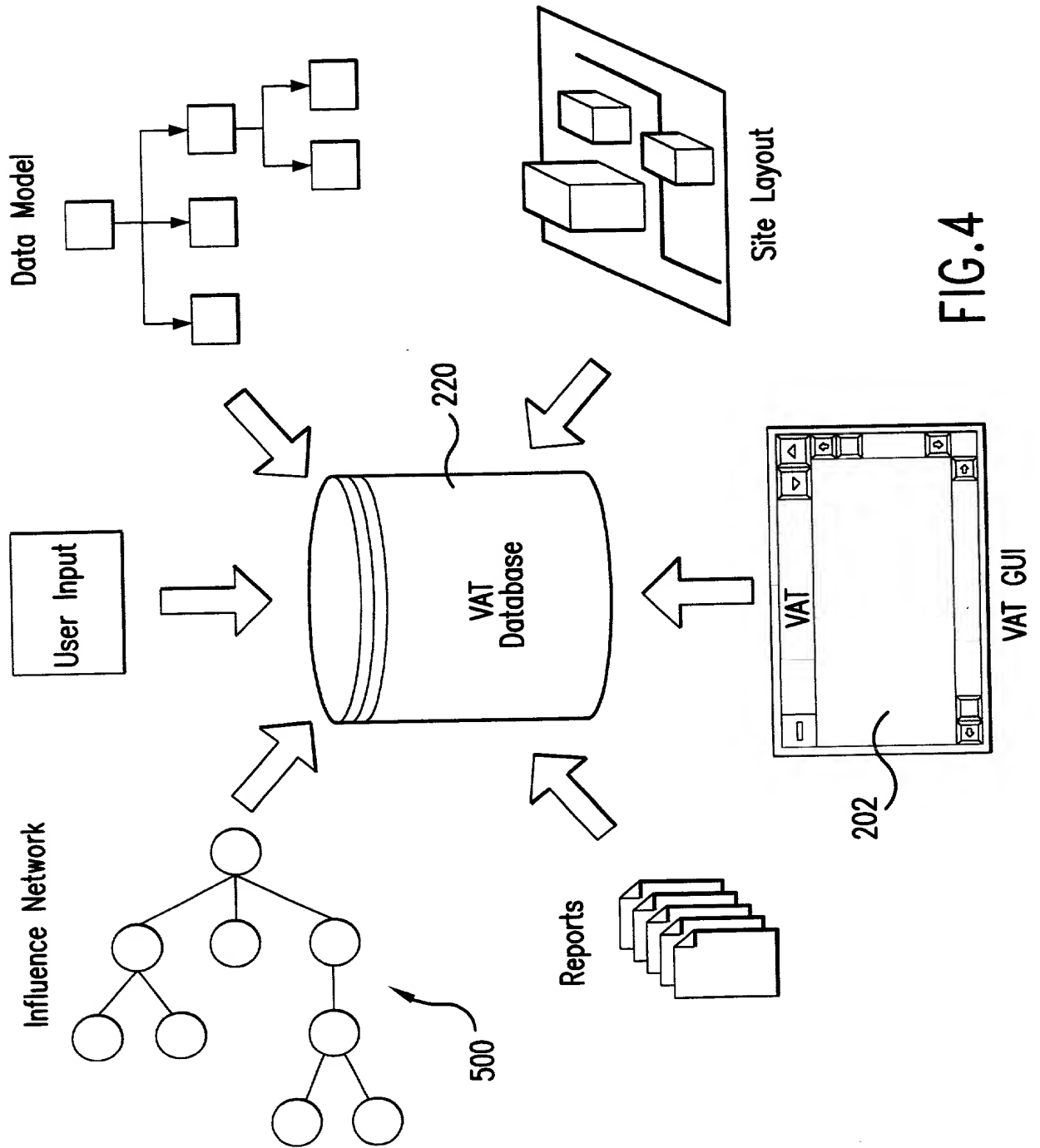
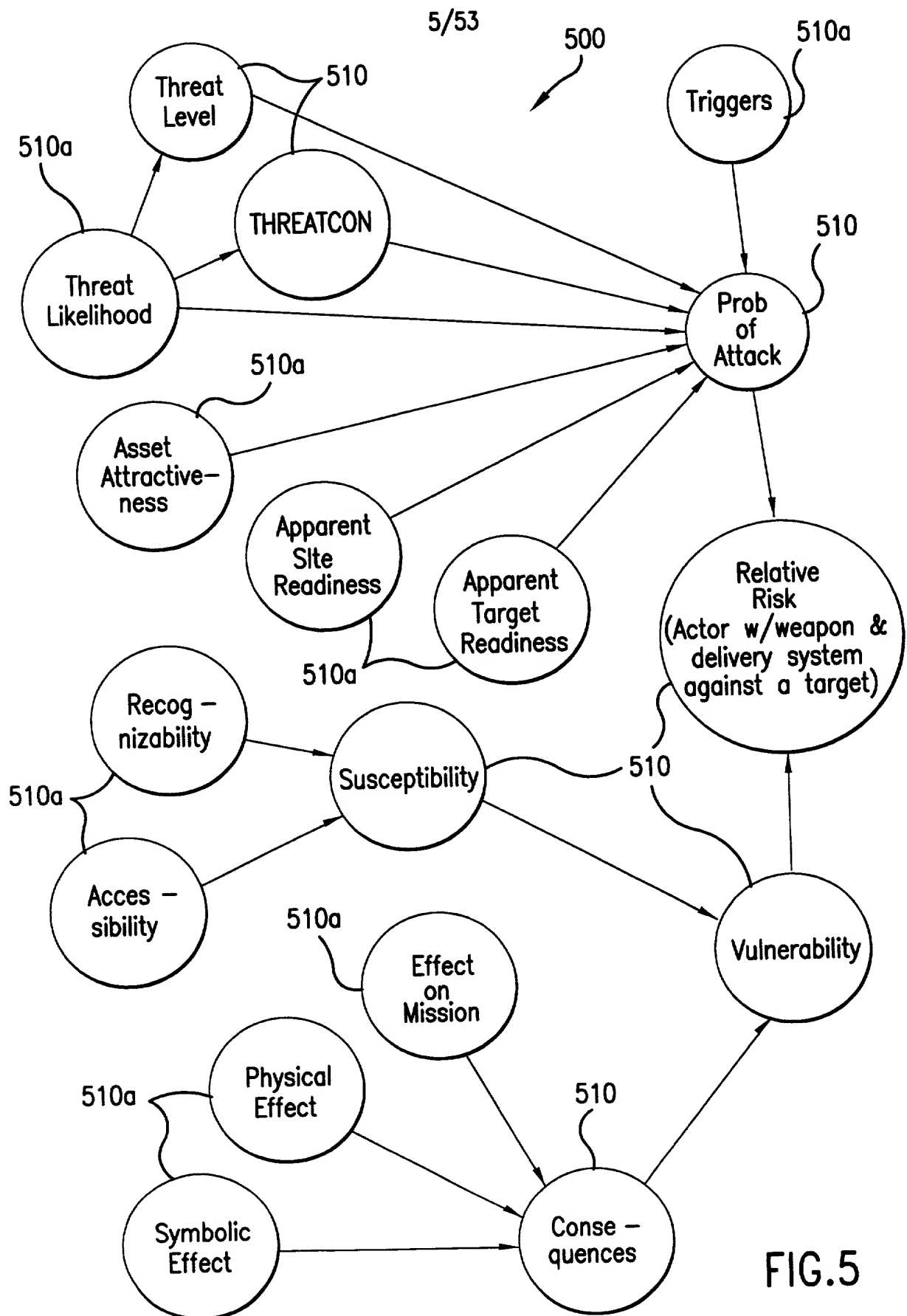


FIG.4



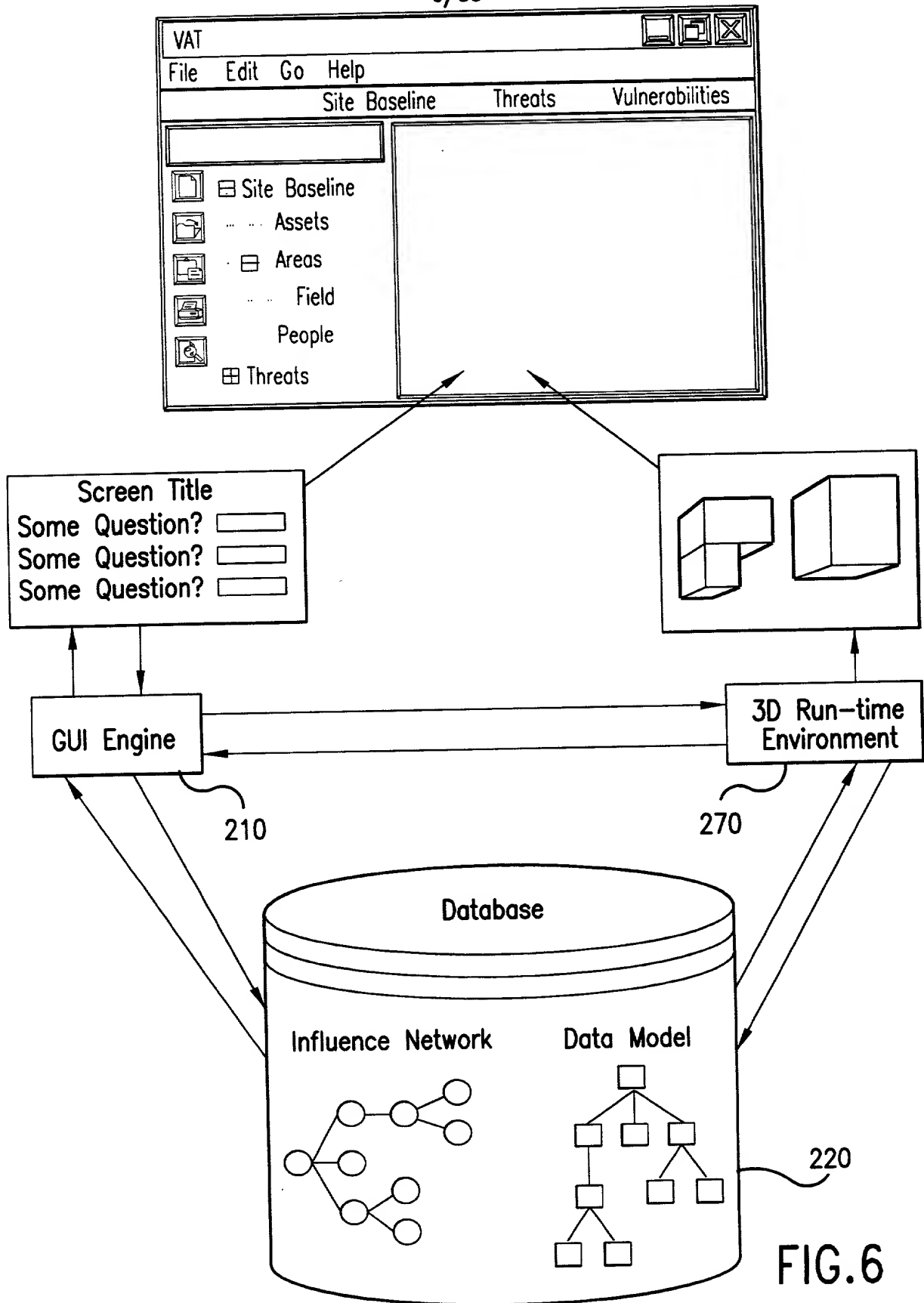


FIG.6

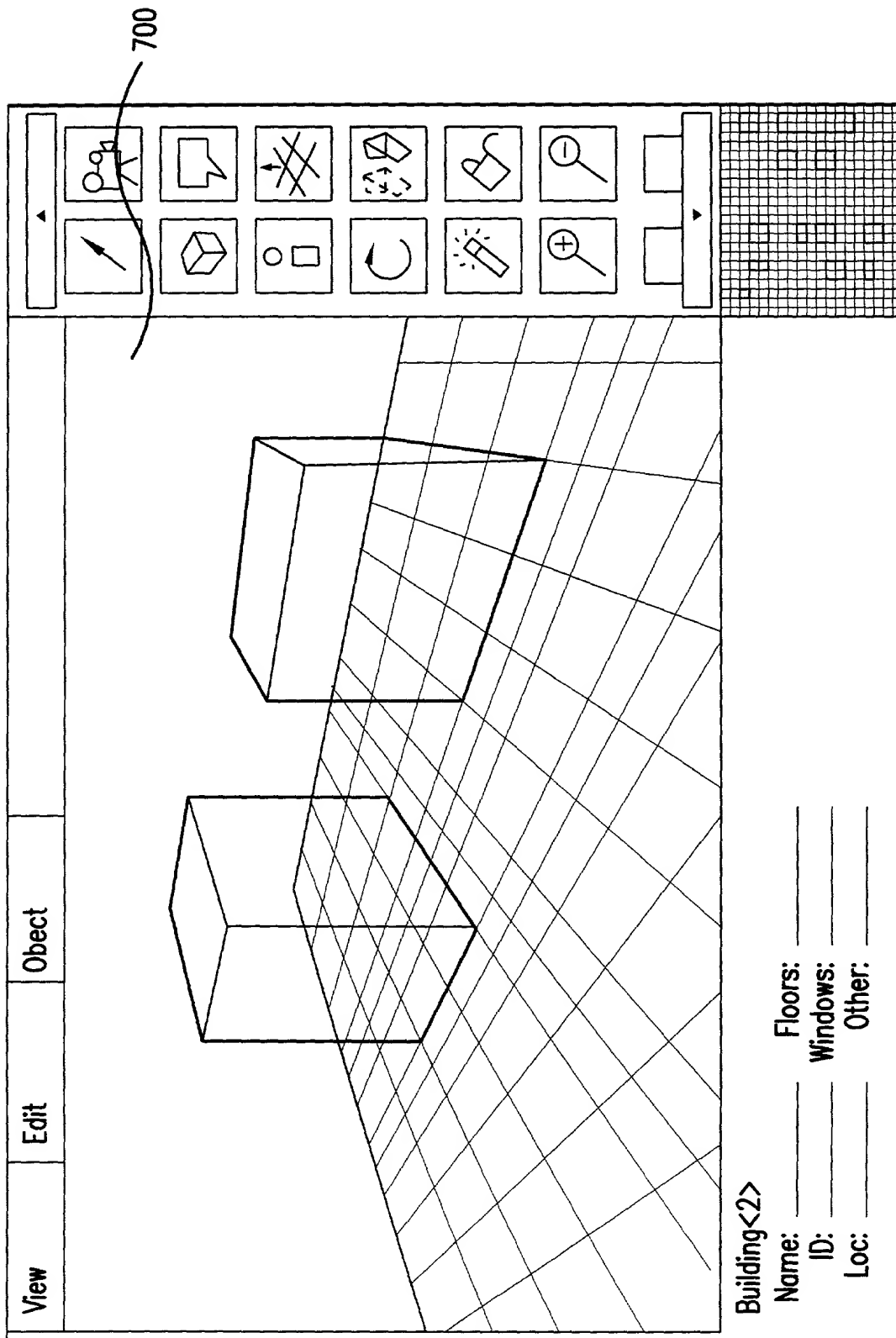


FIG.7

801

Risk Summary Table

WEAPON	DELIVERY SYSTEM	TARGETS	PROB. OF ATTACK	SUSCEPT- IBILITY	CONSEQ- UENCES	PASSIVE COUNTERMEASURES
500LB BOMB	CAR	HEAD- QUARTERS	HIGH	MOD	HIGH	ID CHECK
500LB BOMB	TRUCK	DLA HQ BLDG	MOD	HIGH	HIGH	FRF, WALL
ANTHRAX	AEROSOL	FT. BELVOIR	LOW	MOD	HIGH	DETECTORS PPC

Site Profiler Risk Assessment

RISK ASSESSMENT:

THE LIKELIHOOD OF VEHICULAR
BOMBS TO FT. BELVOIR IS HIGH.

YOUR MOST ATTRACTIVE TARGETS ARE:

- BUILDING 2120, DLA HQ
- BUILDING 600, NVESD LAB
- BUILDING 1900, INSEAM HQ
- BUILDING 20, GENERAL QUARTERS <WHY??>

OF THESE TARGETS, DLA HQ IS THE
MOST SUSCEPTIBLE.

THE CONSEQUENCES OF A VEHICULAR
BOMB AT ALL OF THESE ASSETS IS
EXTREMELY HIGH DUE TO:

- VIP'S <WHY??>
- MISSION IMPORTANCE <WHY??>
- POPULATION <WHY??>
- RECOVERABILITY <WHY??>

• MORE

• RISK TABLE

• DONE

803

802

FIG.8

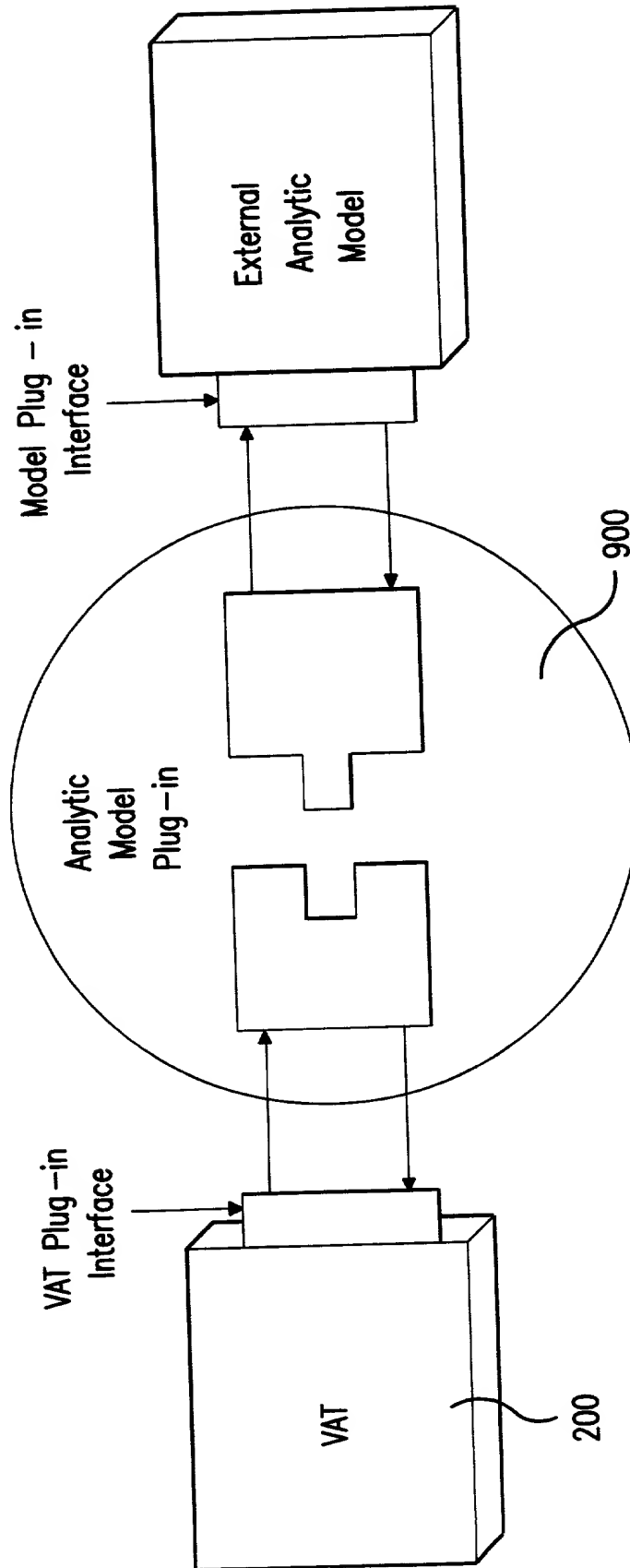


FIG. 9

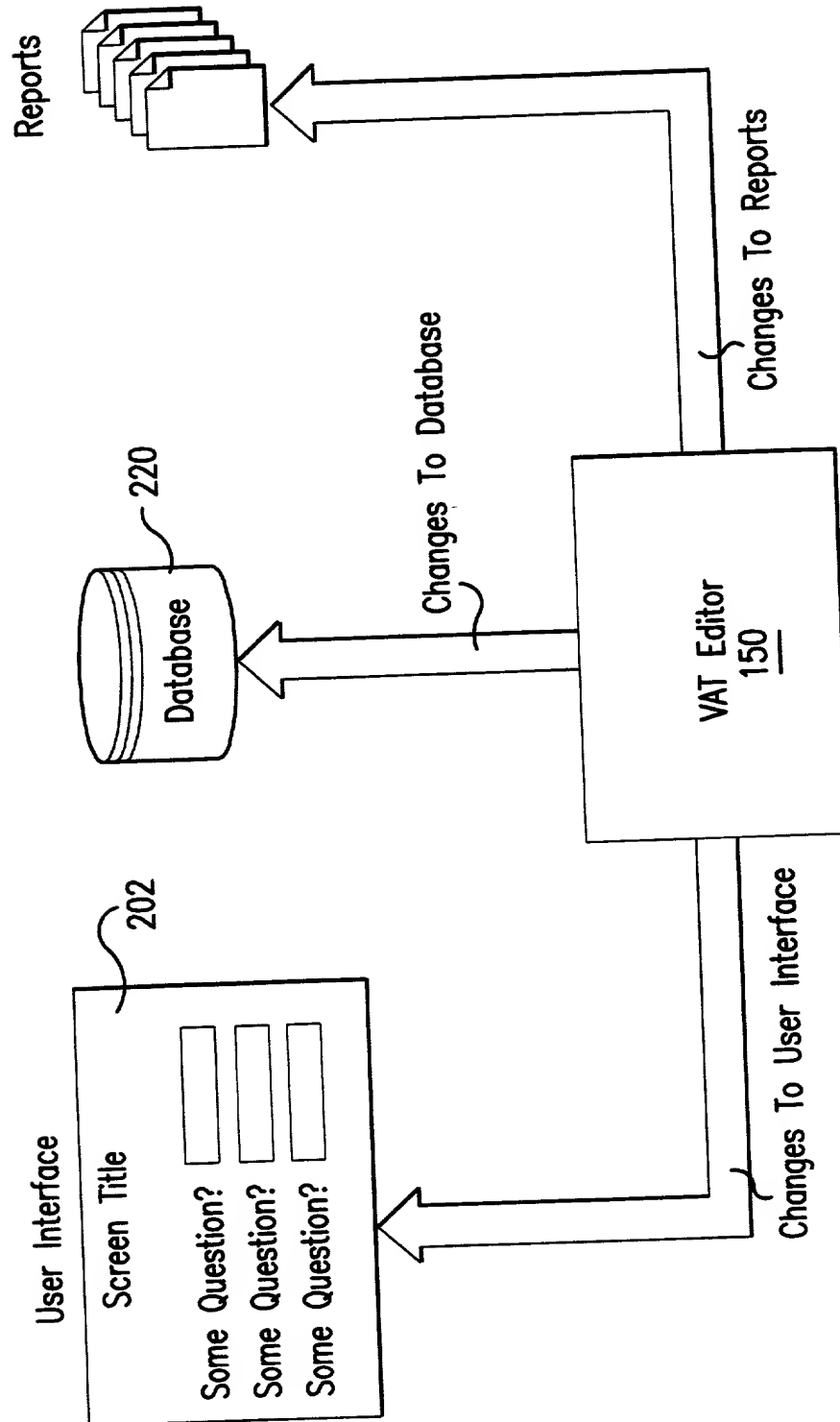


FIG.11

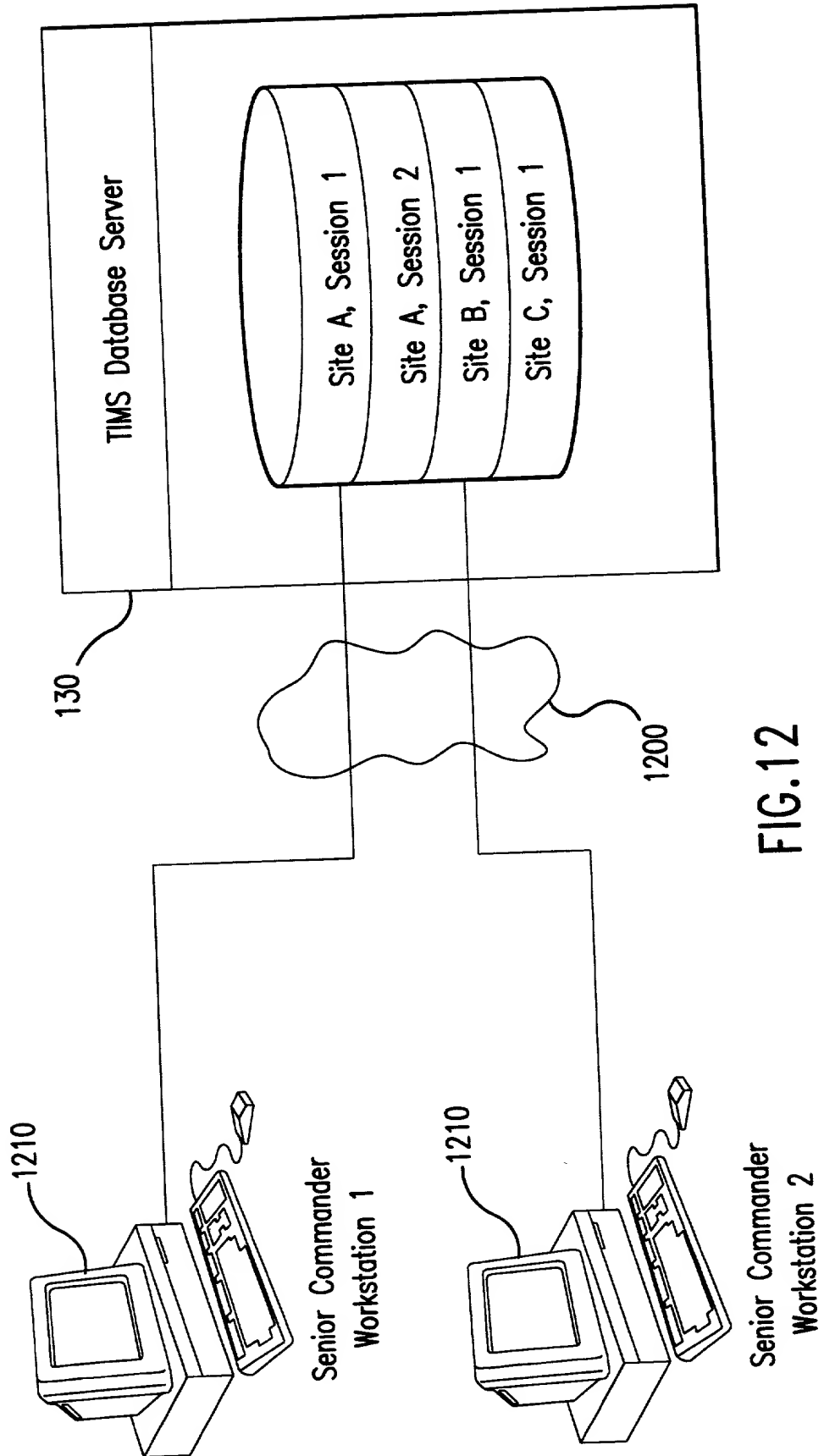


FIG.12

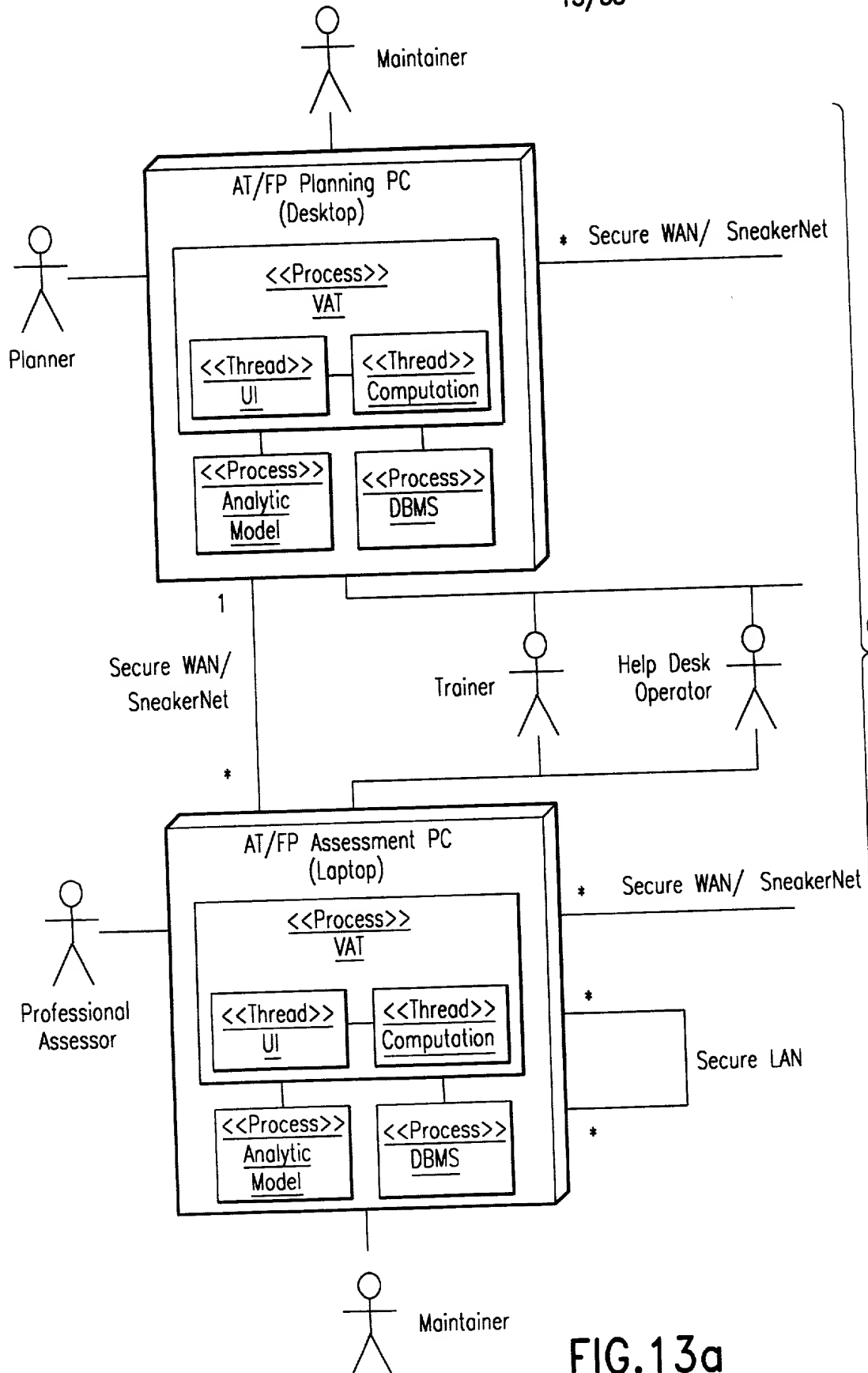


FIG. 13a

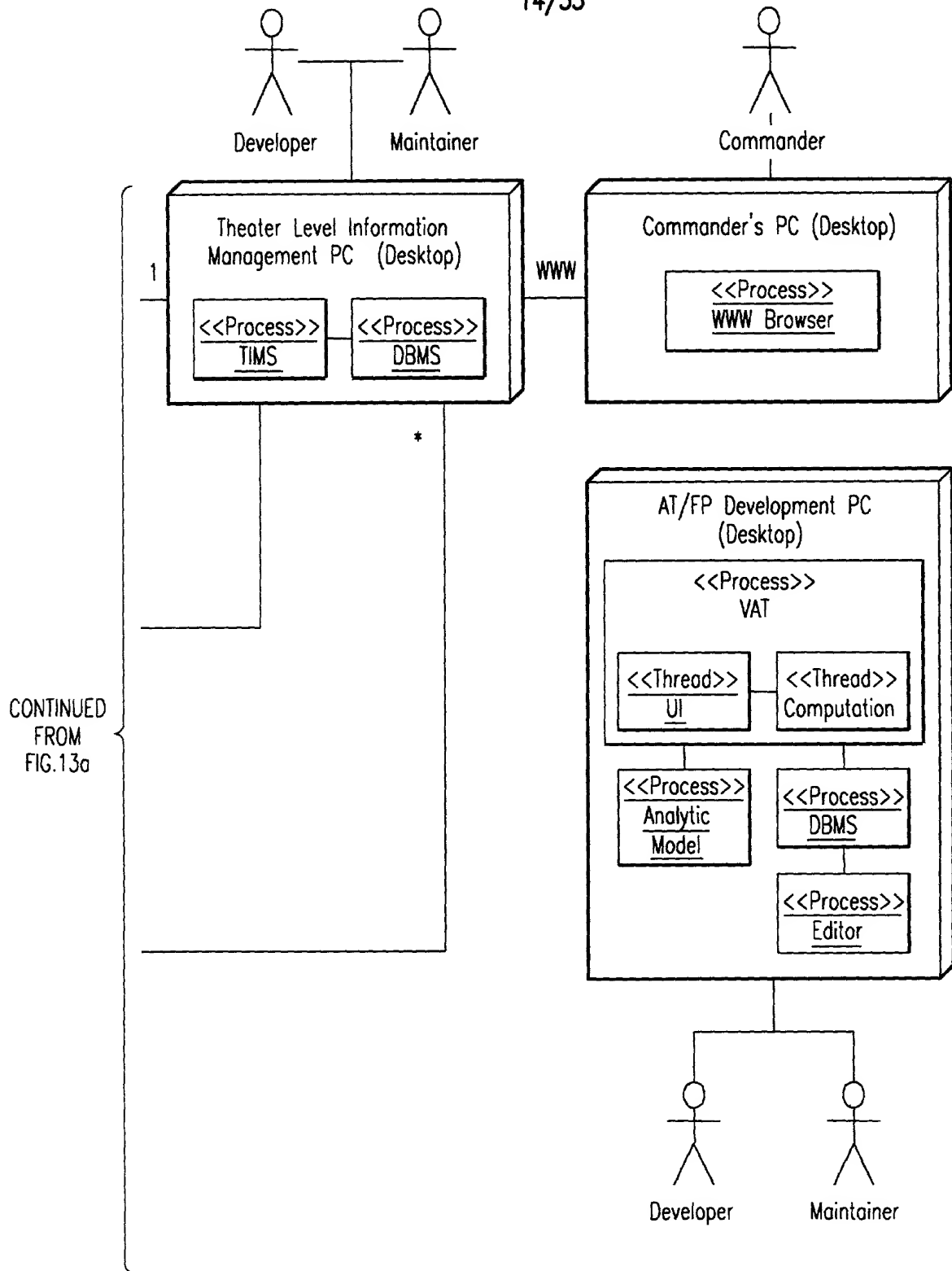


FIG. 13b

Asset Attractiveness

IN ORDER TO ASSESS THE ATTRACTIVENESS OF THIS ASSET TO A TERRORIST, YOU WILL NEED TO DESCRIBE THE FOLLOWING FEATURES OF THE ASSET:

- PROXIMITY TO OTHER IMPORTANT ASSETS
- POPULATION
- DEMOGRAPHICS
- RECOGNIZABILITY
- ACCESSIBILITY
- AND IMPORTANCE

EACH OF THESE DESCRIPTIONS WILL IMPACT THE ATTRACTIVENESS OF THE ASSET TO A TERRORIST.

•LET'S GET STARTED

FIG.14

1400

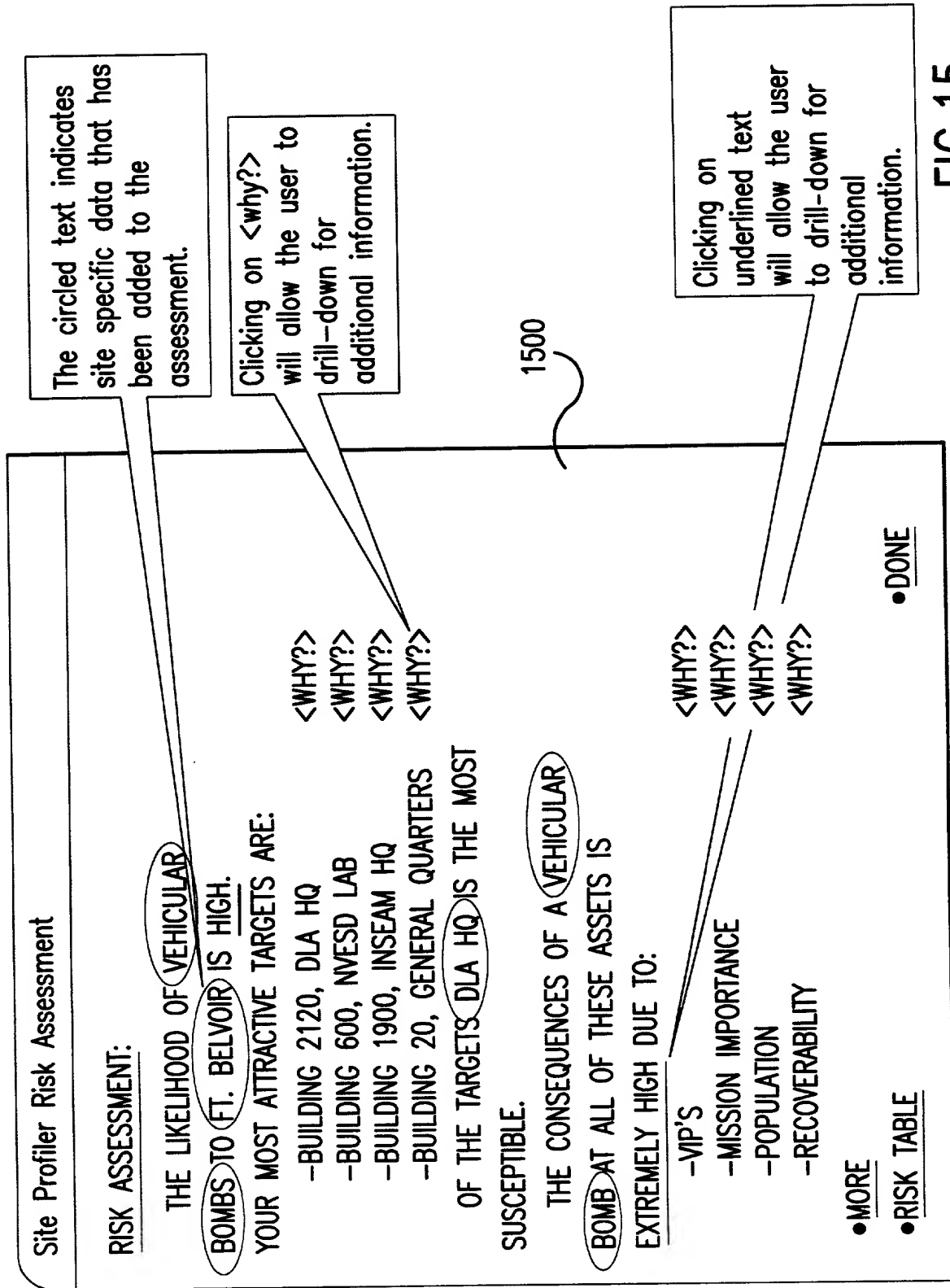


FIG.15

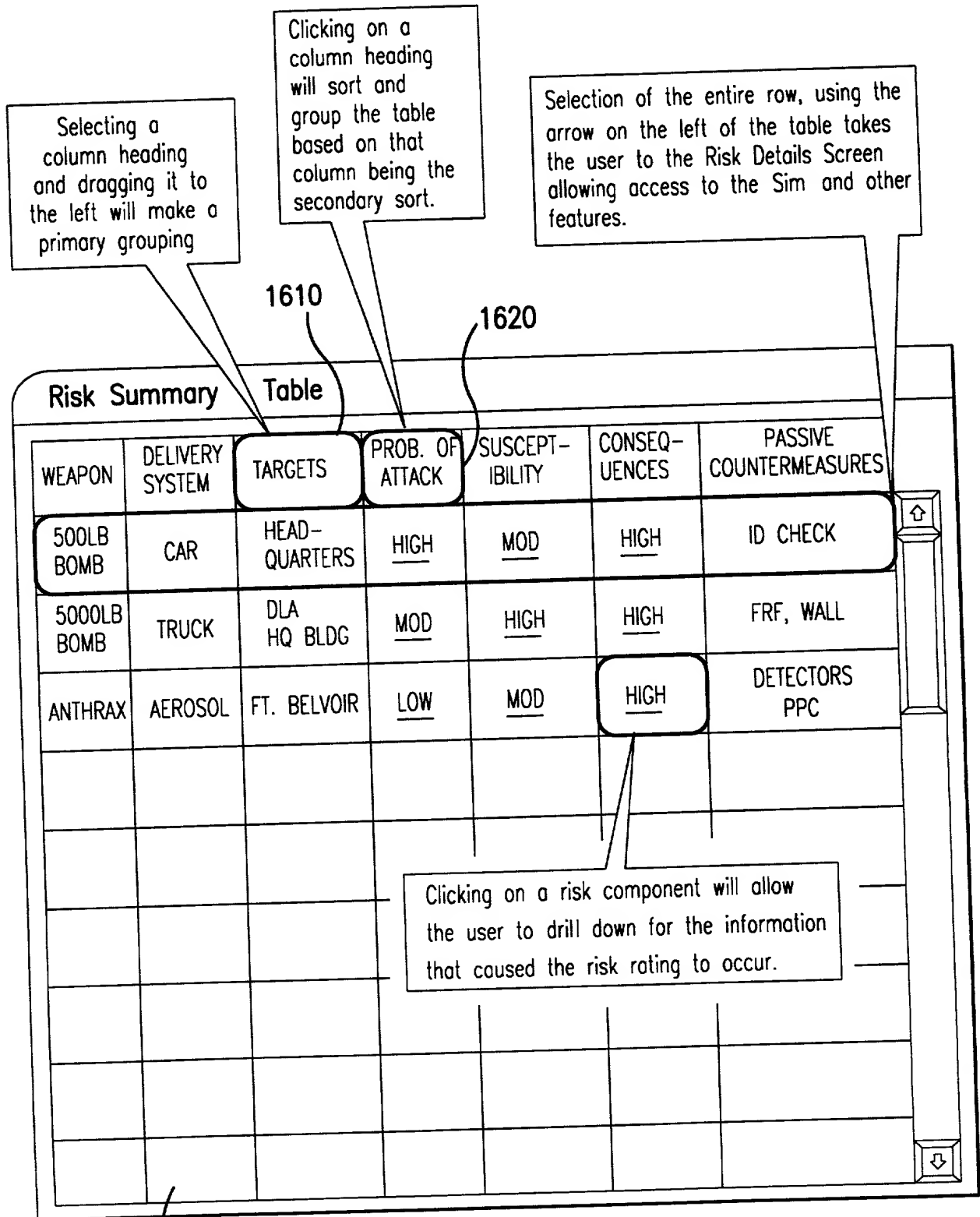


FIG.16

Prob. of Attack Detail: 500LB Car Bomb

This Screen comes from clicking
'on the High' indicator in the Prob of
Attack column for the Headquarters.
The screen provides information on
how the Prob was derived.

Clicking on<more>
will take the user
to further screens
with additional
details.

1) TARGET: HEADQUARTERS

3 TRIGGERS ARE ACTIVE
THE THREAT LEVEL IS HIGH
THE THREATCON ALPHA
THREAT LIKELIHOOD IS HIGH
APPARENT SITE READINESS IS MODERATE
APPARENT TARGET READINESS IS LOW

2) TARGET: DAY CARE CENTER

3 TRIGGERS ARE ACTIVE
THE THREAT LEVEL IS HIGH
THE THREATCON IS ALPHA
THREAT LIKELIHOOD IS HIGH
APPARENT SITE READINESS IS MODERATE
APPARENT TARGET READINESS IS LOW

3) TARGET: *****

3 TRIGGERS ARE ACTIVE
THE THREAT LEVEL IS HIGH
THE THREATCON IS ALPHA
THREAT LIKELIHOOD IS HIGH
APPARENT SITE READINESS IS MODERATE
APPARENT TARGET READINESS IS LOW

1700

FIG.17

1800

Risk Details: 500LB Car Bomb vs. Headquarters

- ☐ VIEW RISK ITEM DETAILS
- ☐ READ SITE PROFILER RISK ASSESSMENT
- ☐ VIEW SIMULATION OF EVENT
- ☐ ANALYZE COUNTERMEASURES
- ☐ ANALYZE CONSEQUENCES

FIG.18

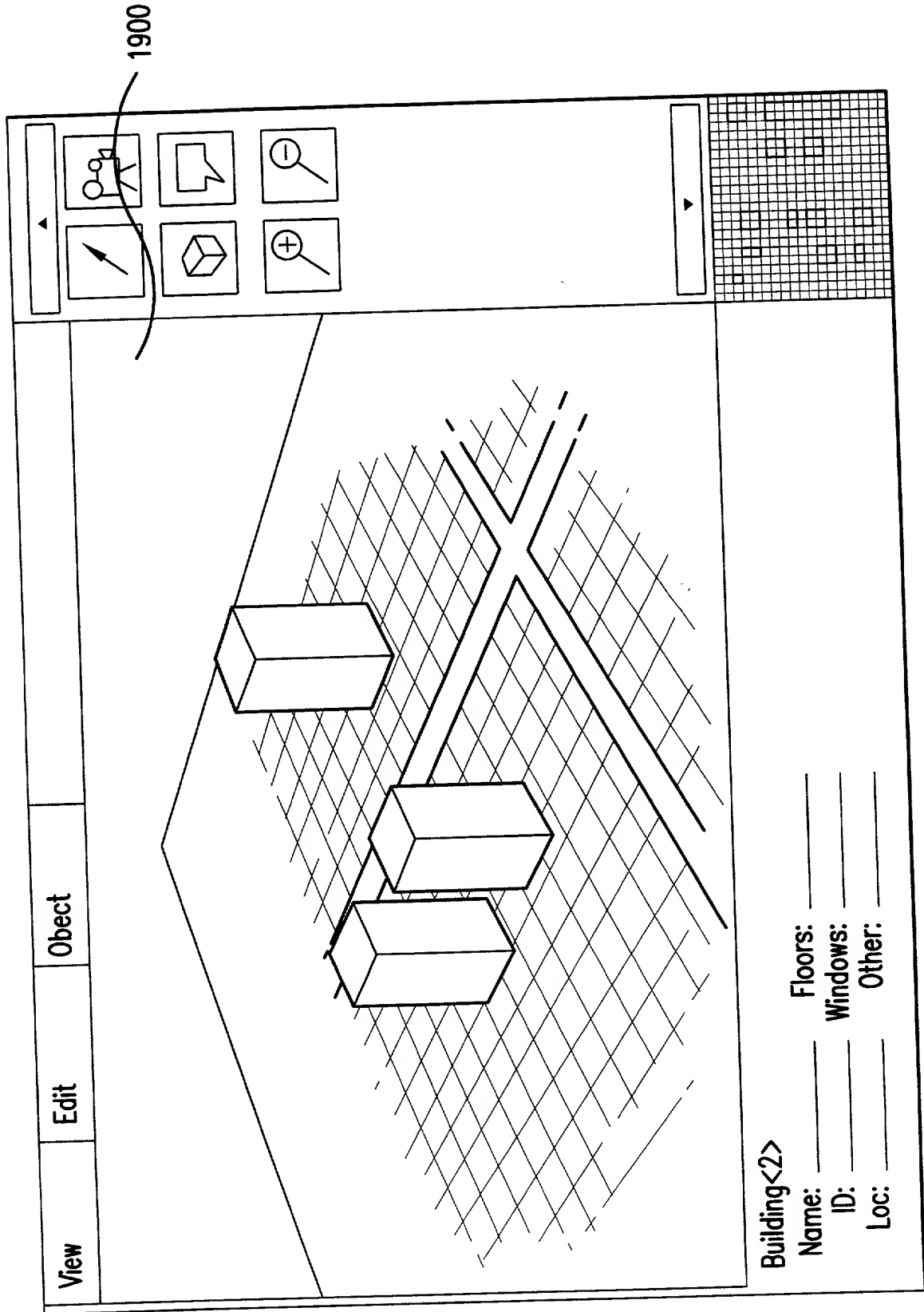


FIG.19

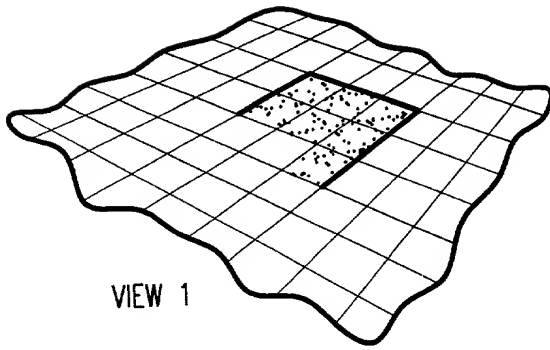


FIG. 20a

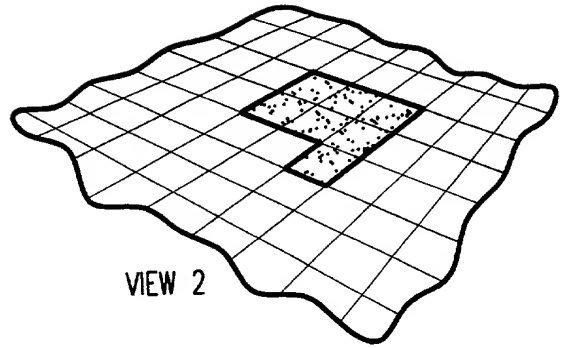


FIG. 20b

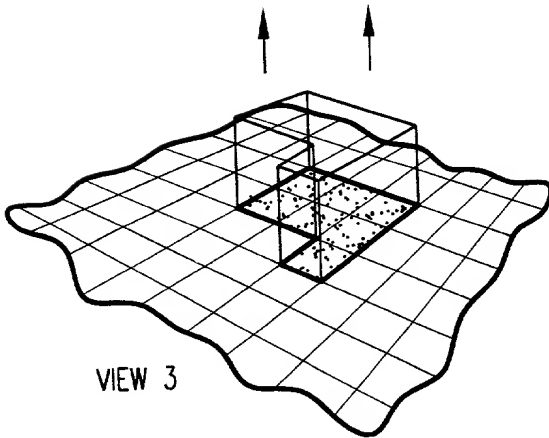


FIG. 20c

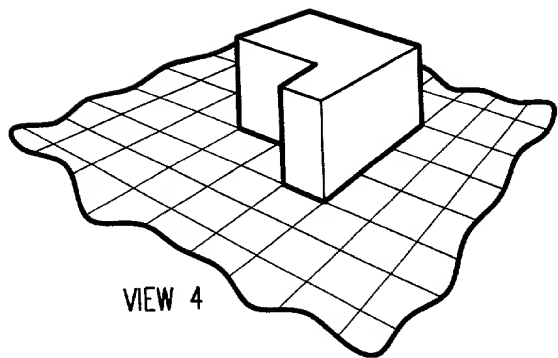


FIG. 20d

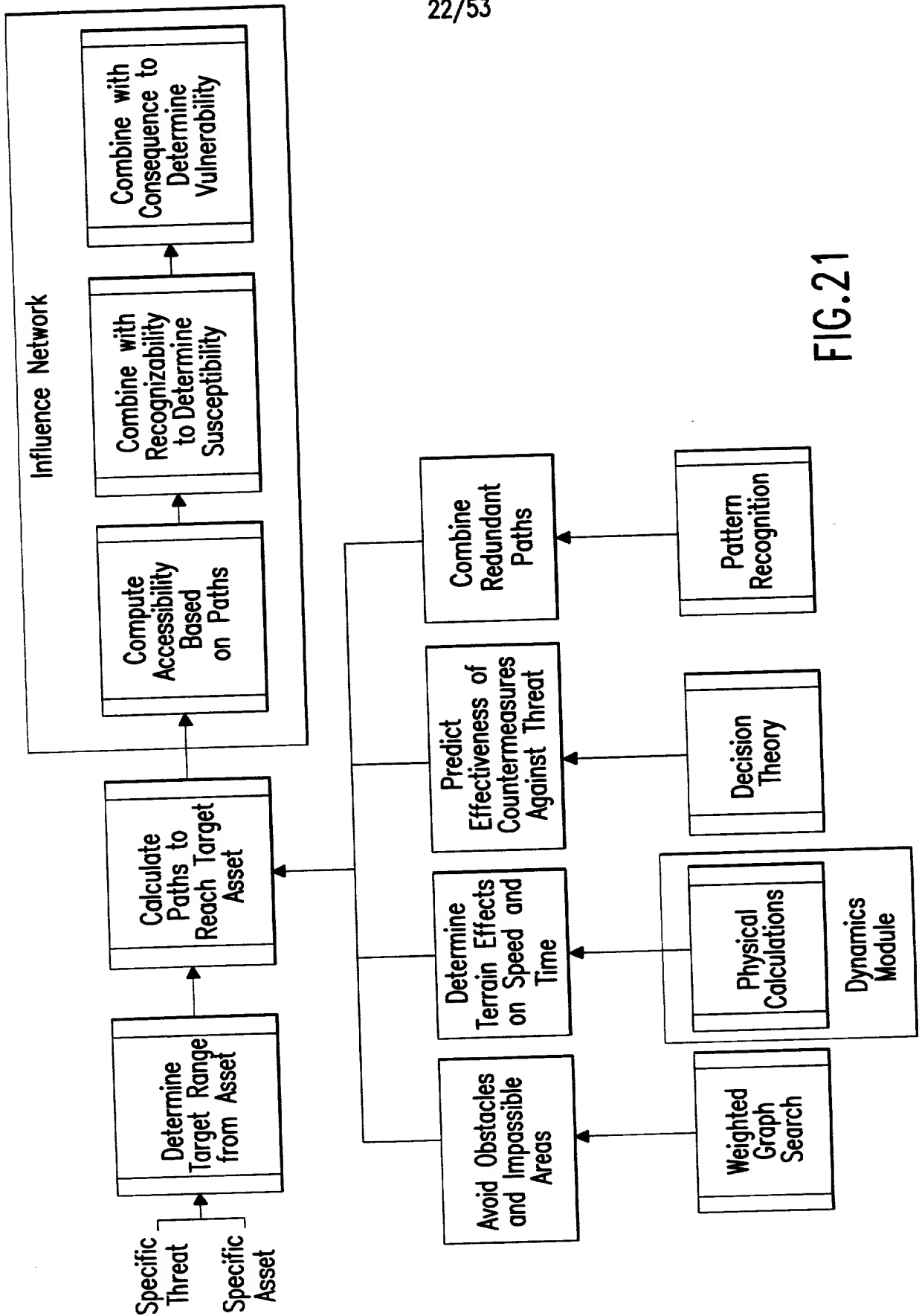


FIG.21

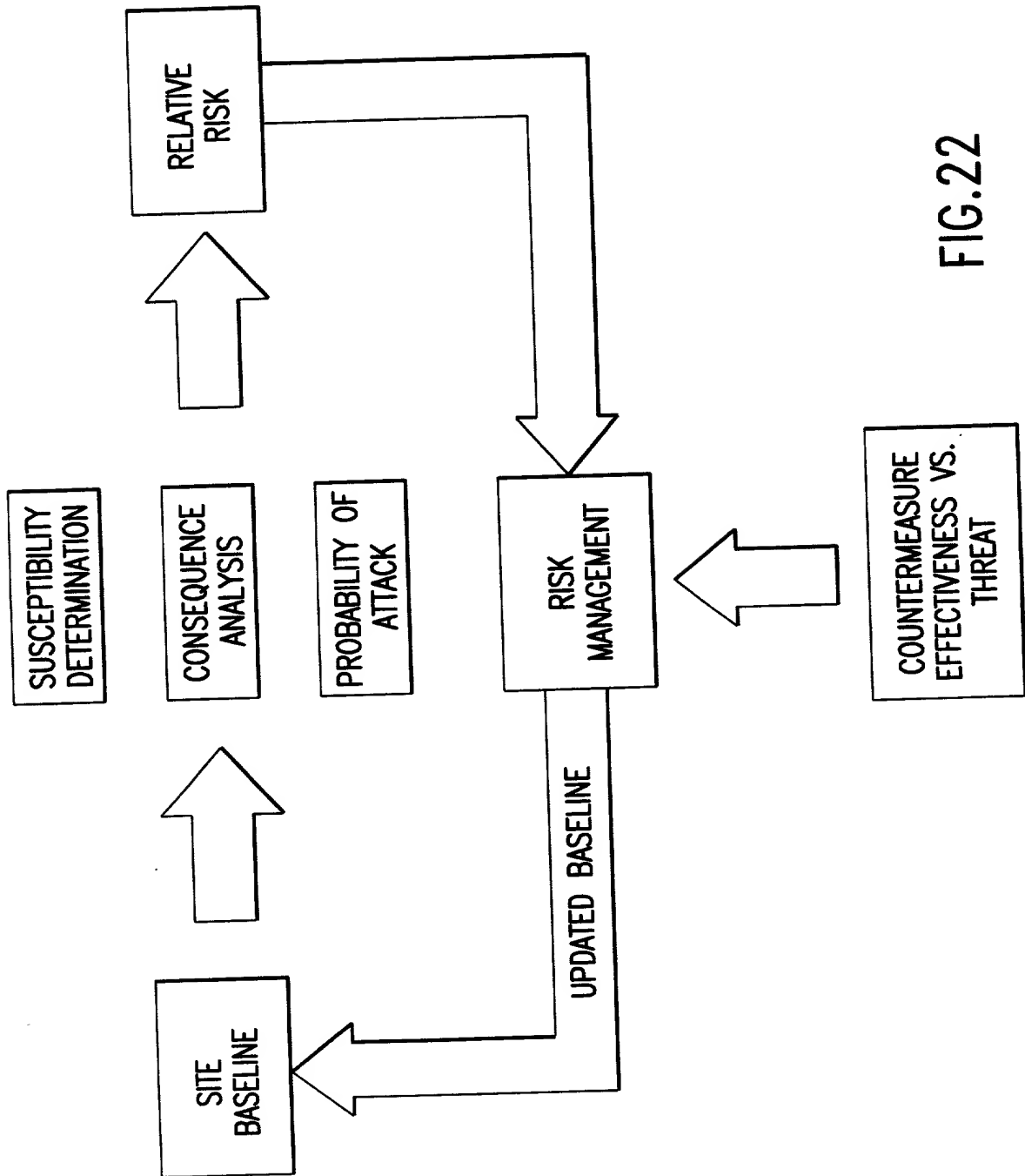


FIG. 22

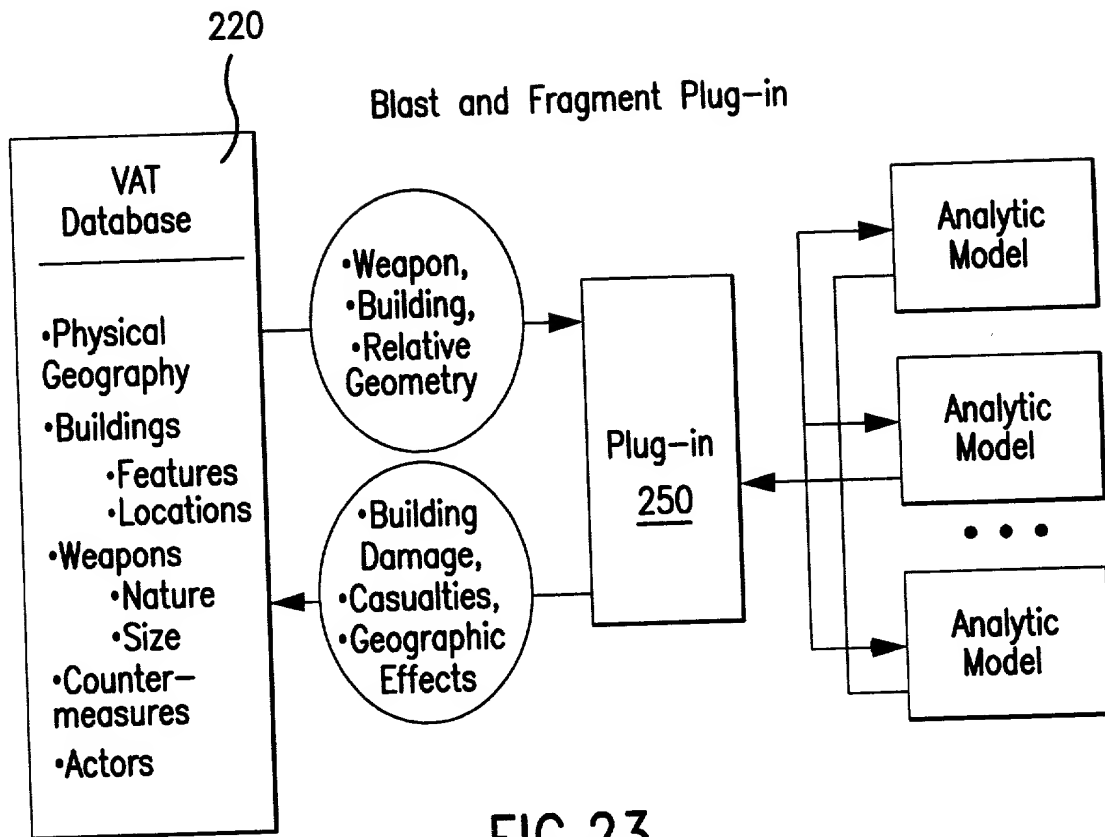


FIG.23

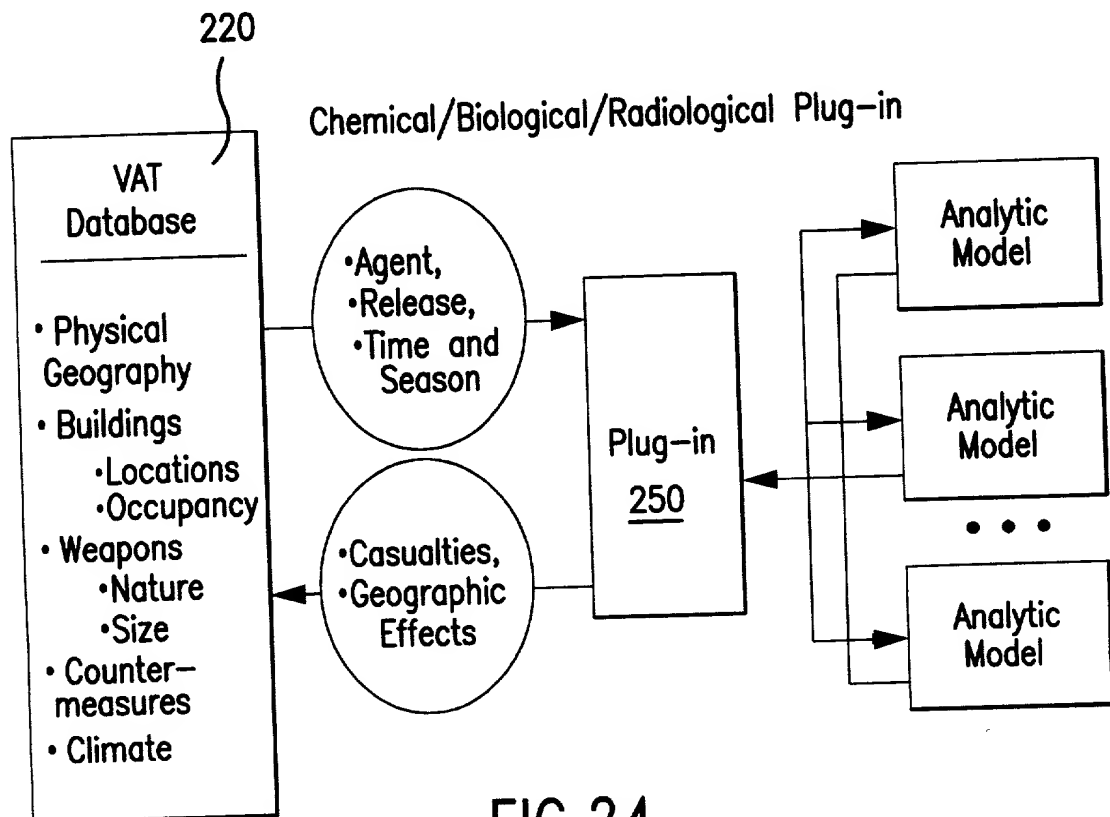


FIG.24

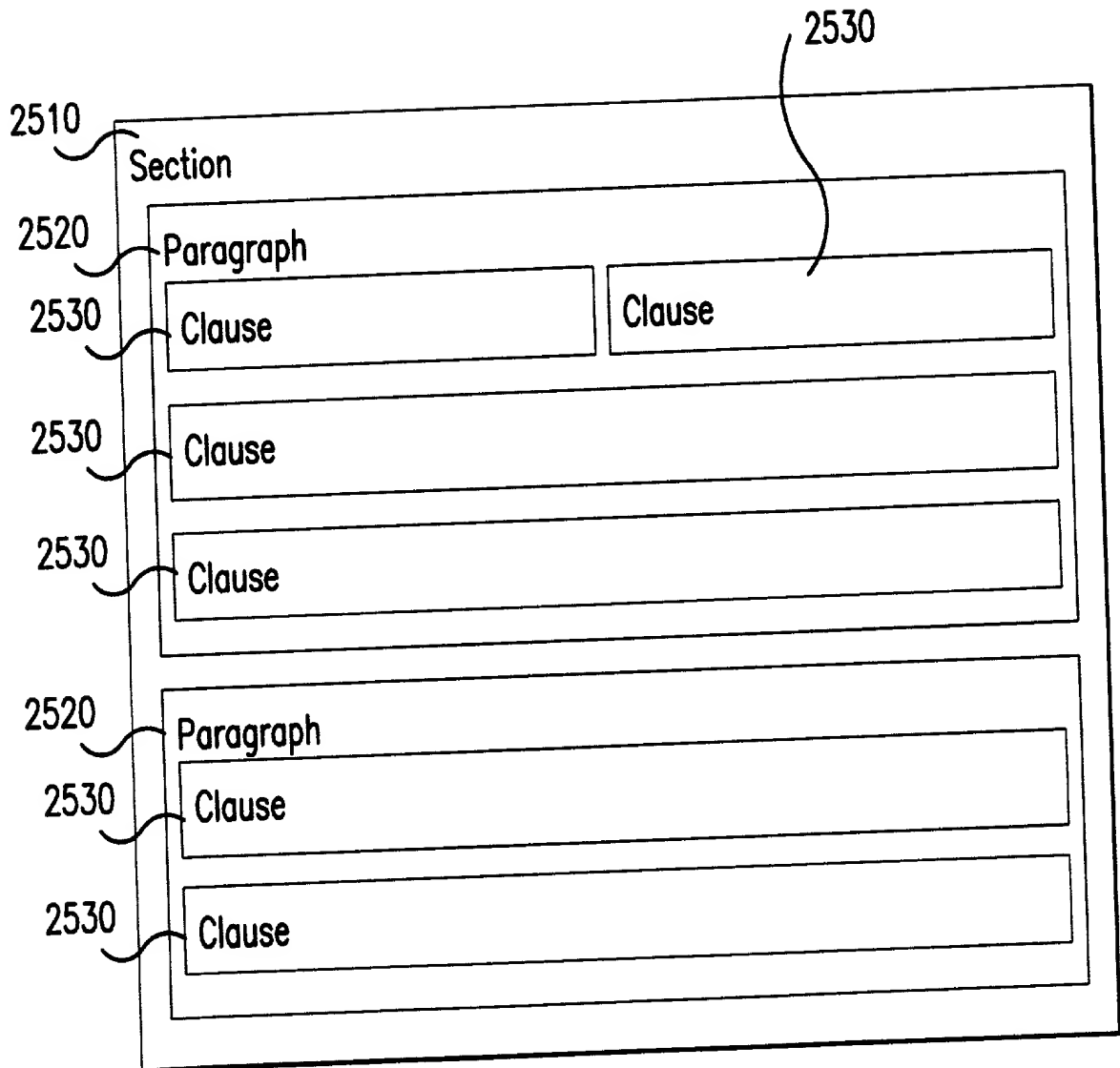


FIG.25

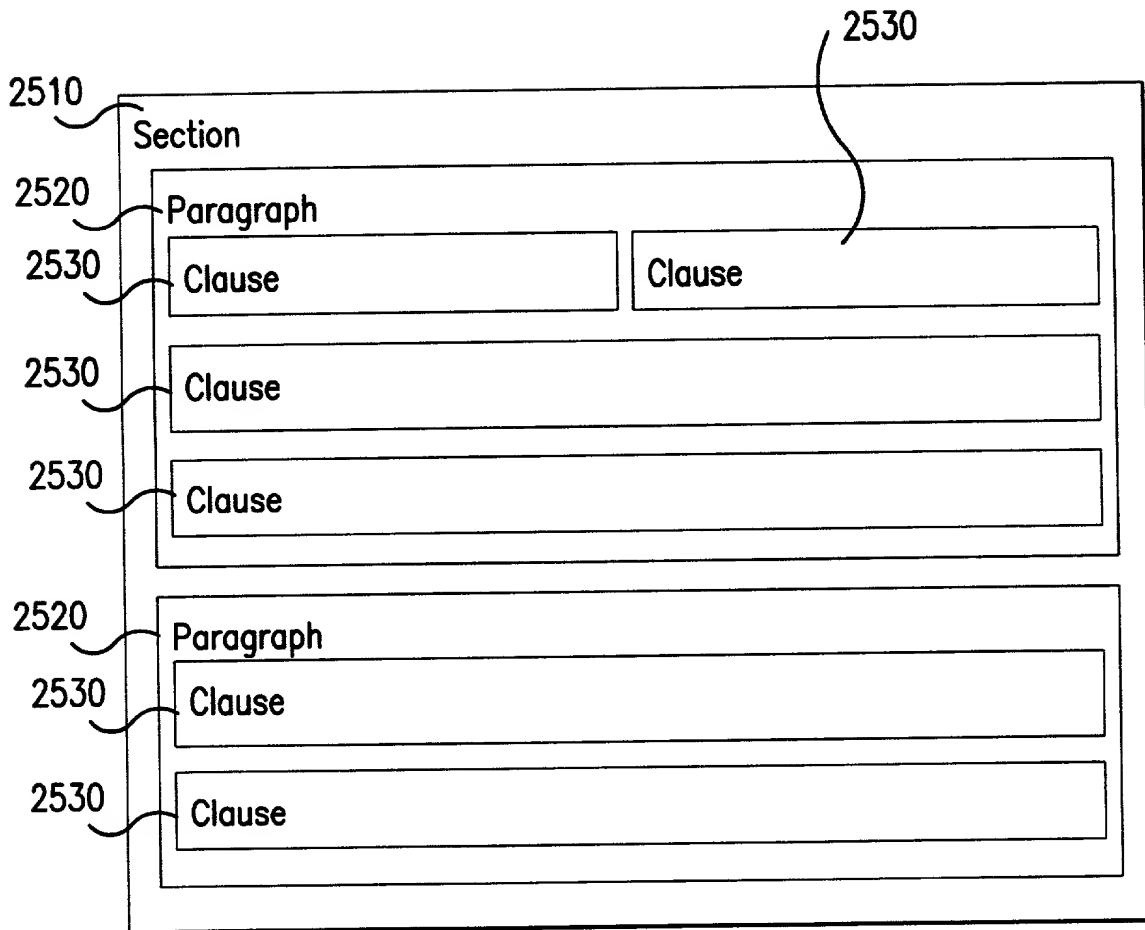


FIG.25

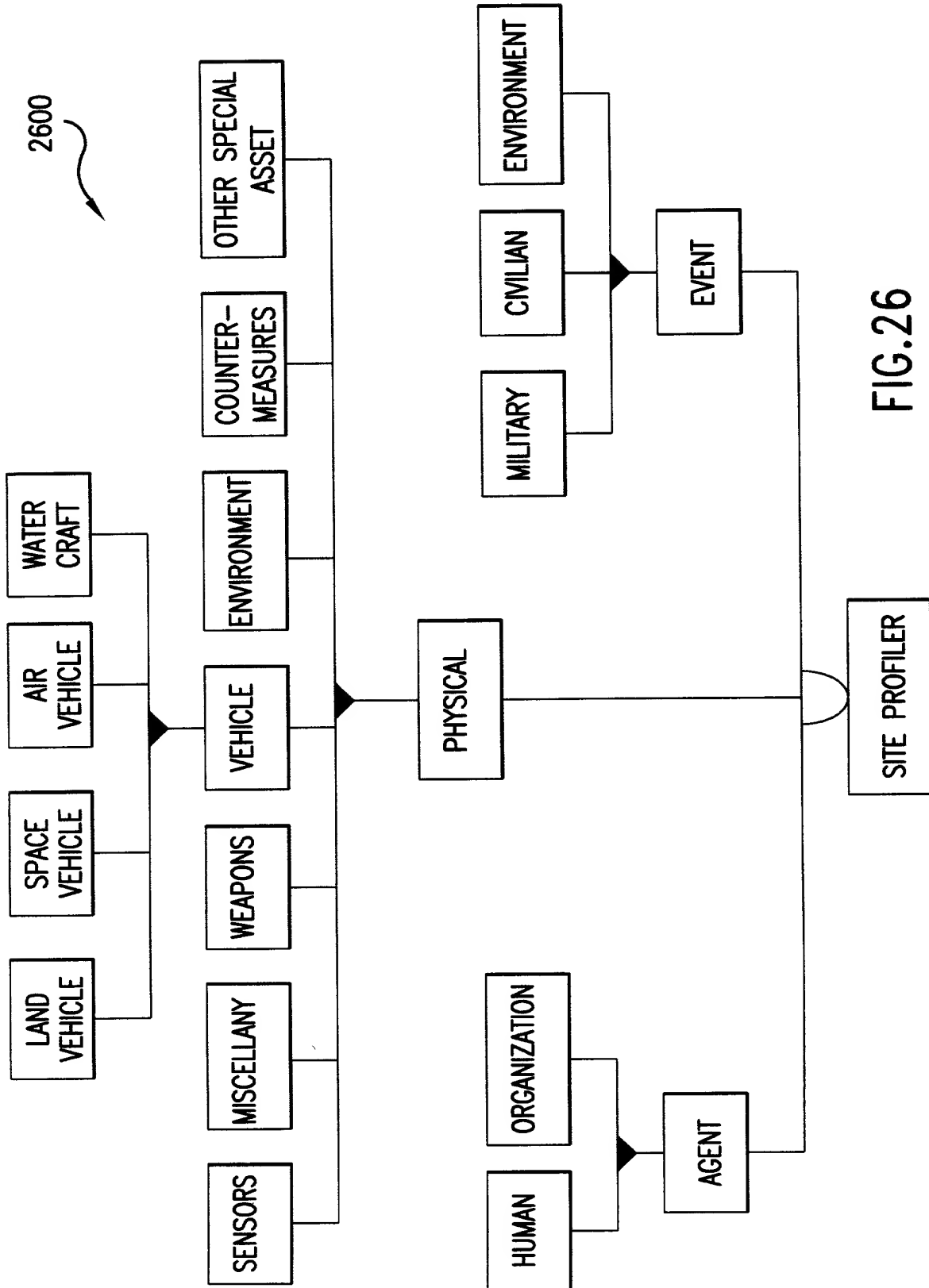


FIG.26

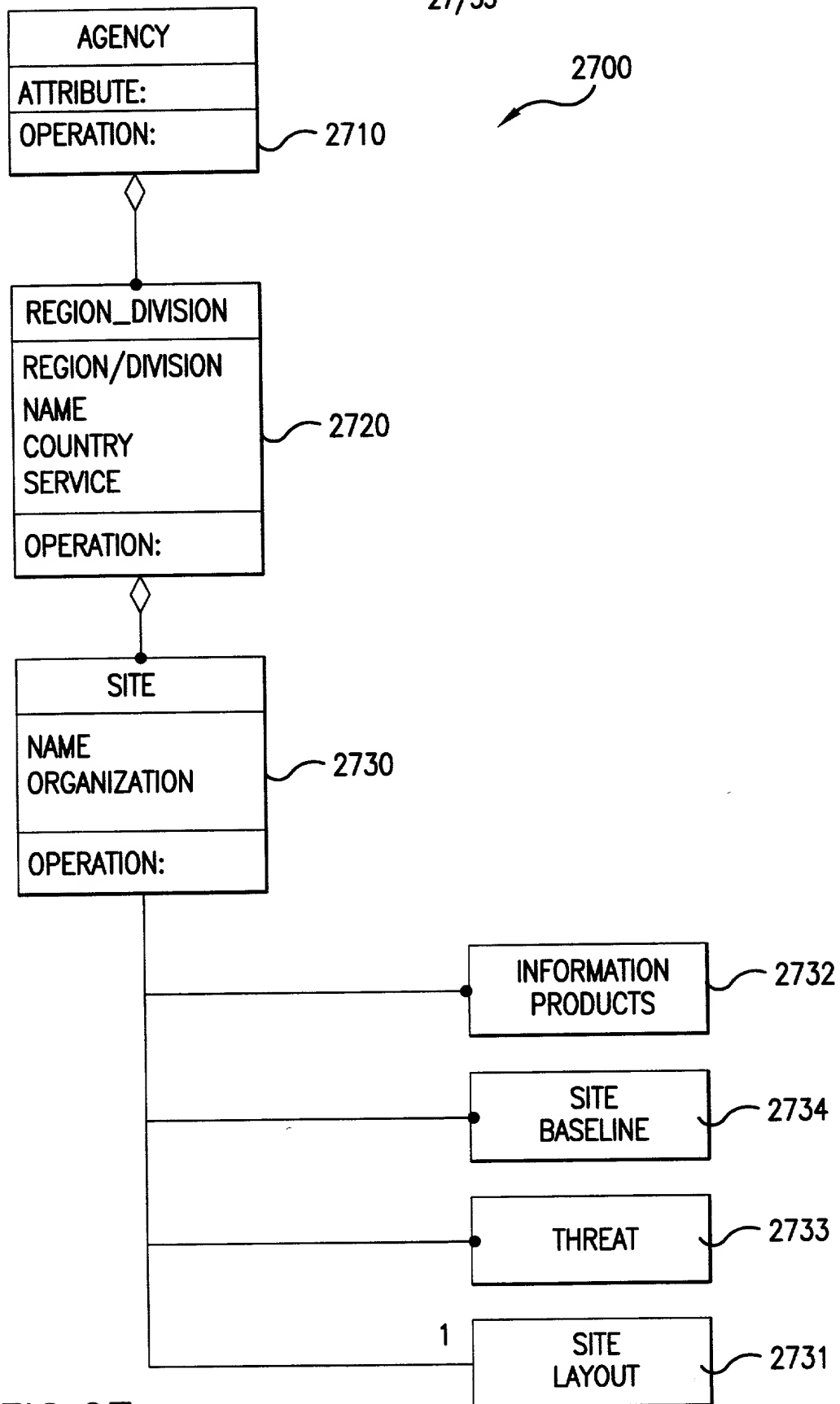


FIG.27

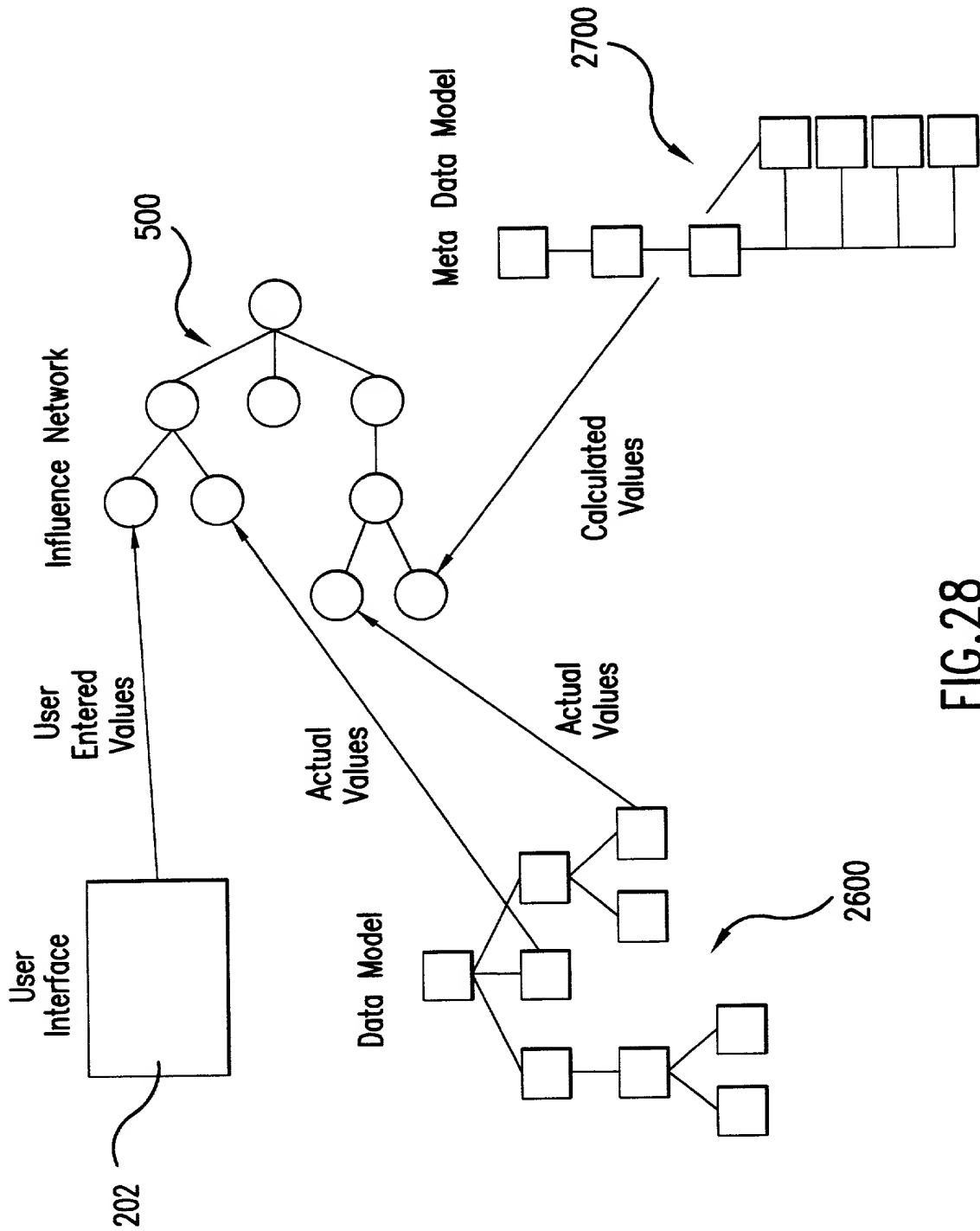


FIG.28

2900

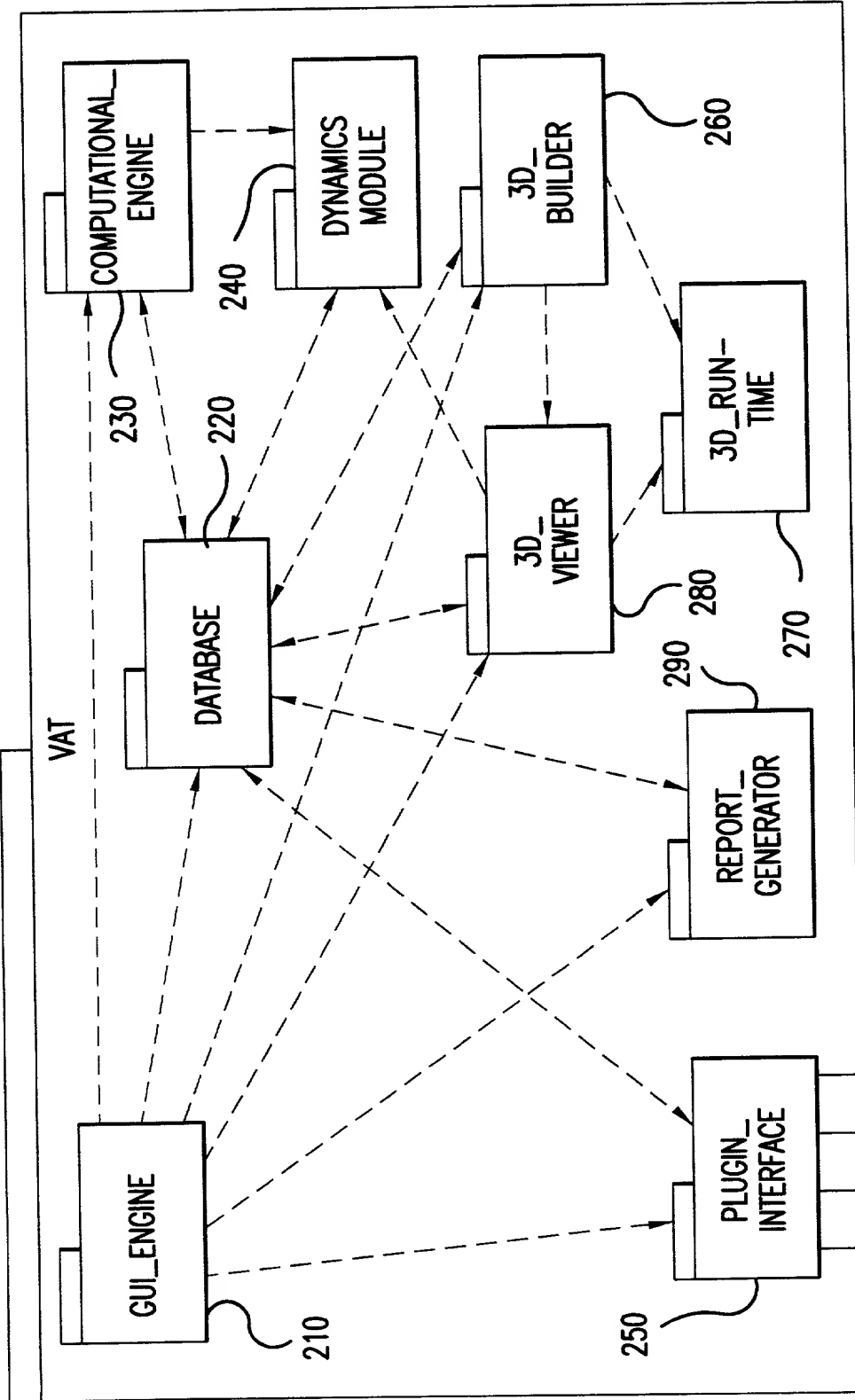


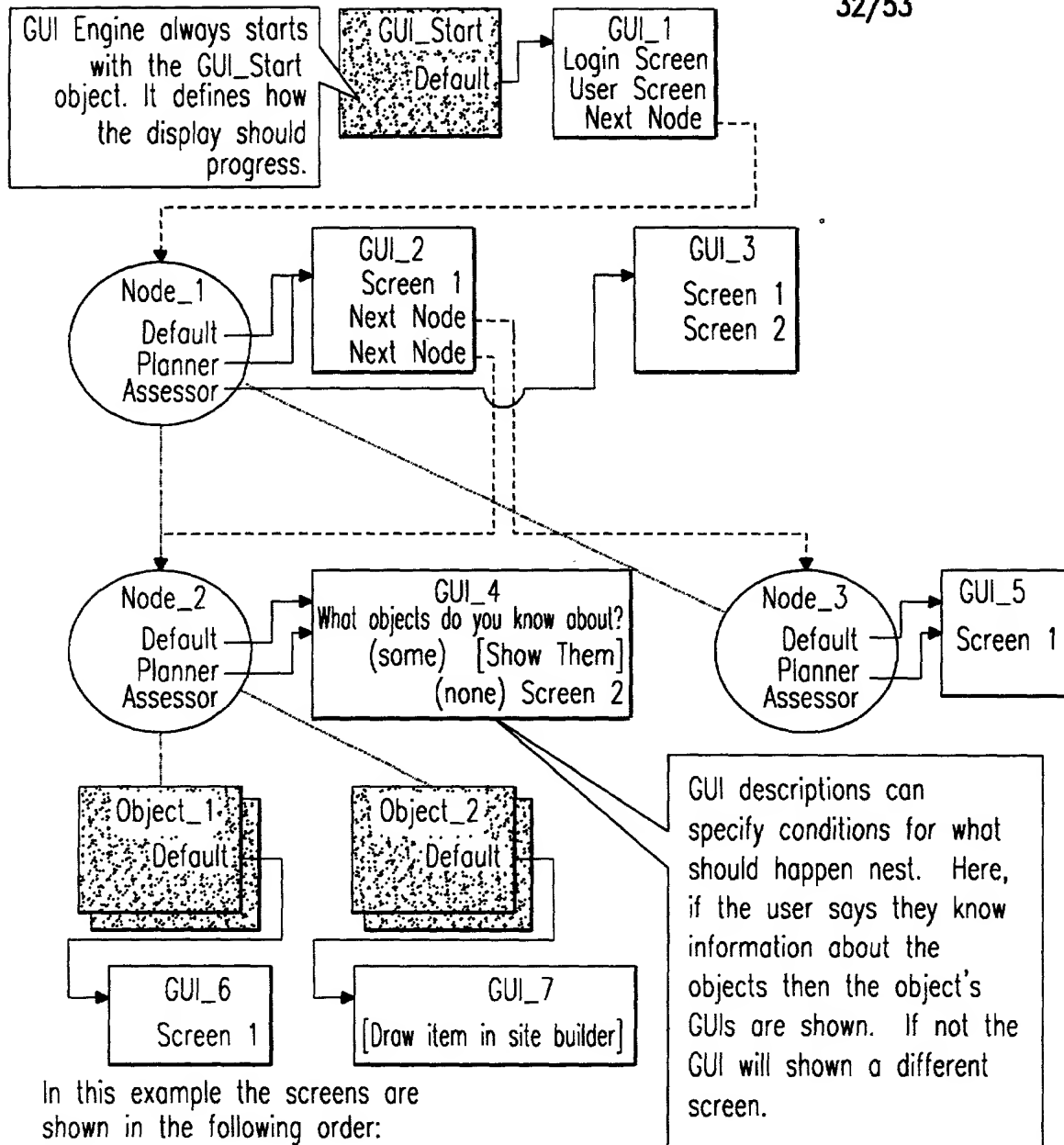
FIG.29

Title for the screen

FIG. 31

Data items the user needs to input with prompts to show beside them

Explicite navigational instructions to the GUI Engine to override the default flow of screens



In this example the screens are shown in the following order:

GUI_1

GUI_2 *

GUI_5 **

GUI_4

GUI_6 ***

GUI_7

Site Builder ****

* Assuming the user is a planner

** GUI_2 specifies Node_3 comes before Node_2

*** GUI_4 does not specify where to go next, so the engine moves down the tree to find relationships.

**** GUI_7 specifies to use the Site Builder to define the object

Legend

○ Node in the Node Tree

□ GUI description object

▣ Object in the Data Model

— Node Tree relationship

→ Pointer to a GUI Description

---> Pointer back to a node

FIG.32

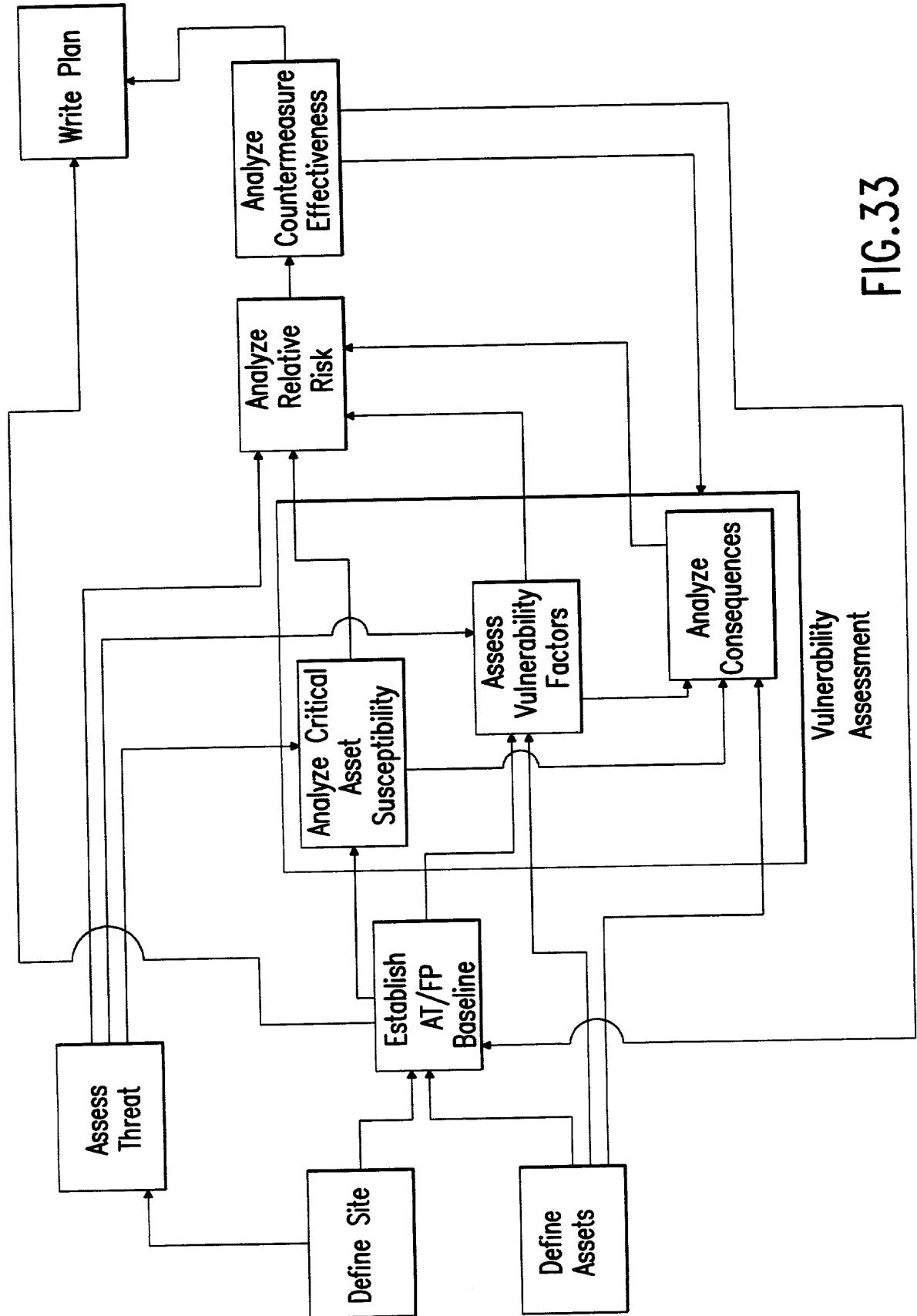


FIG.33

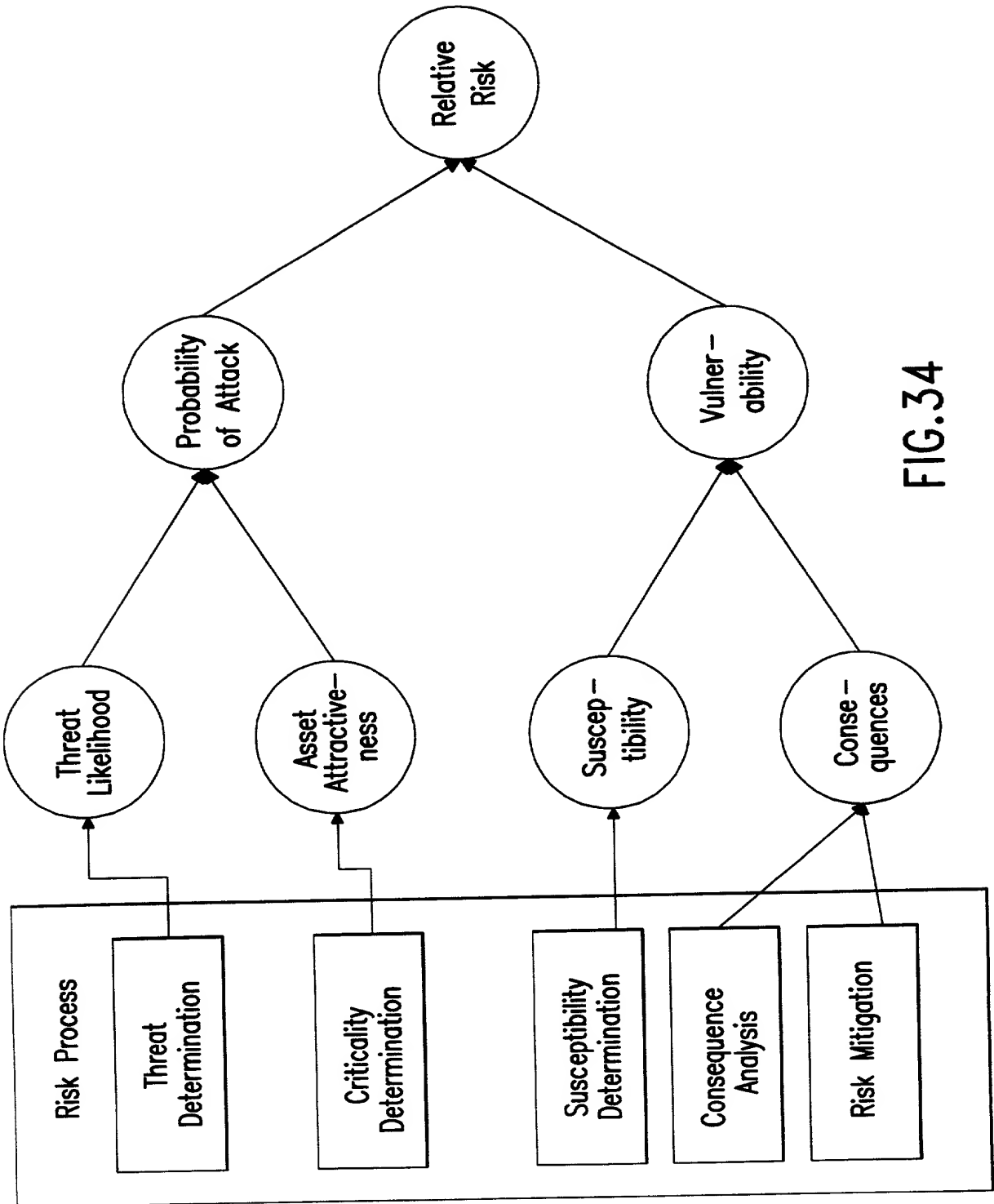
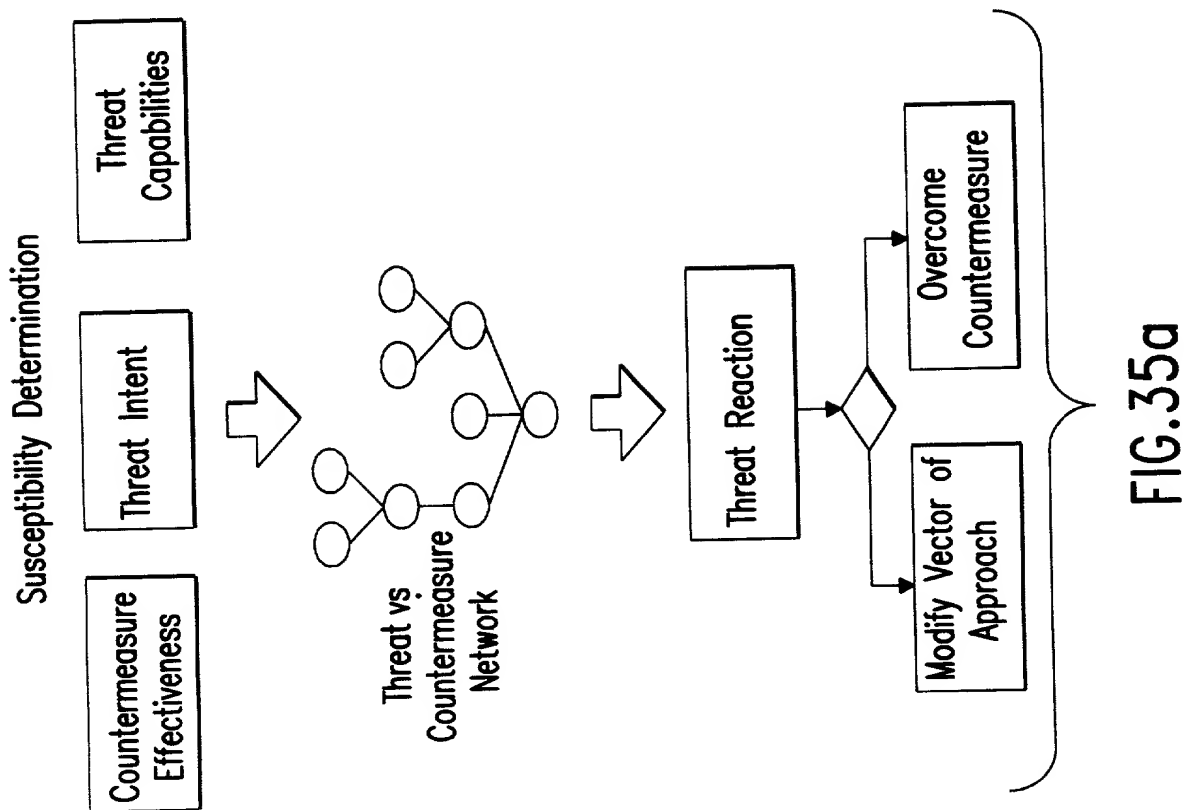
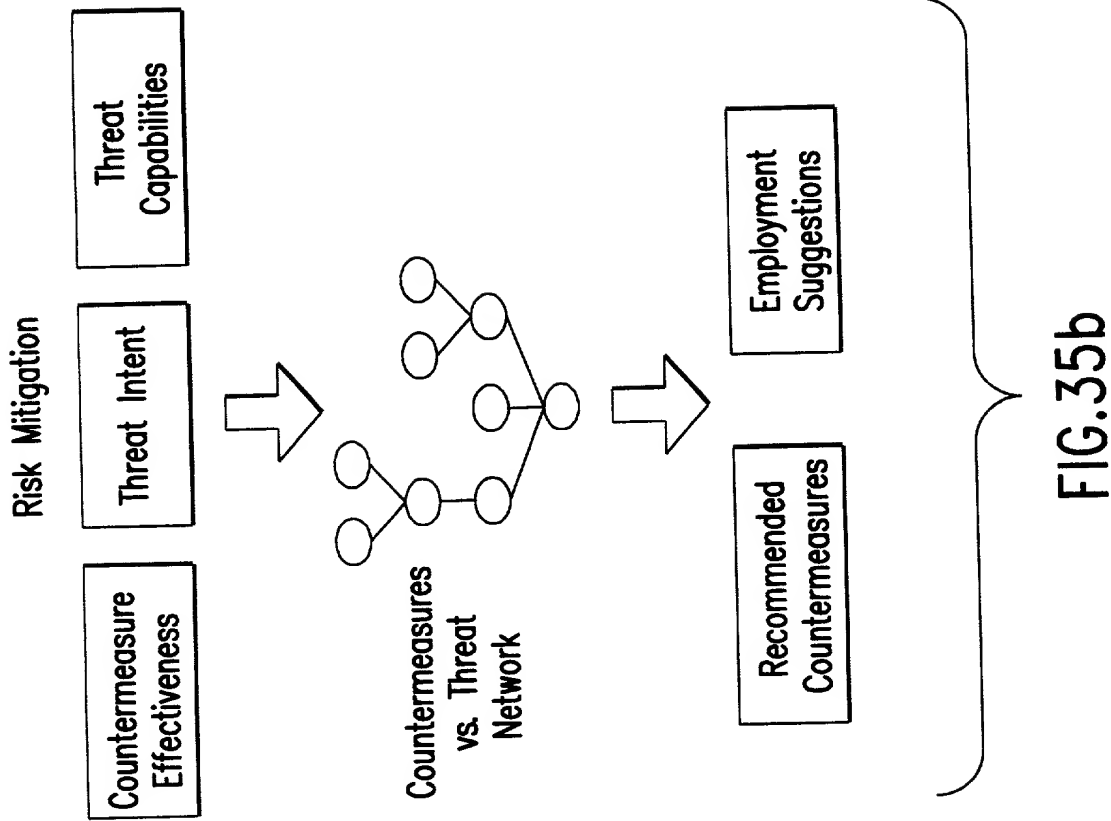


FIG.34



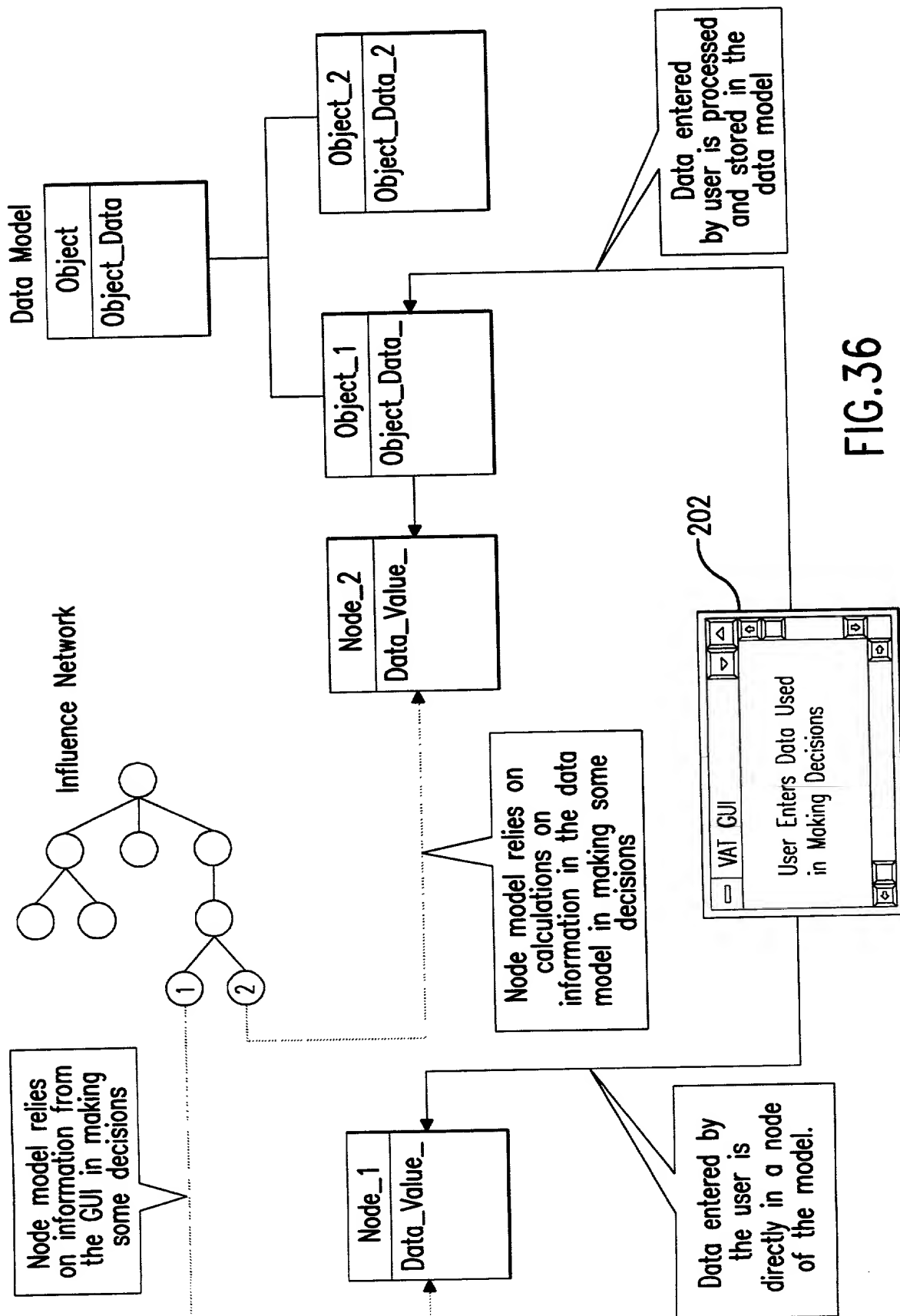


FIG.36

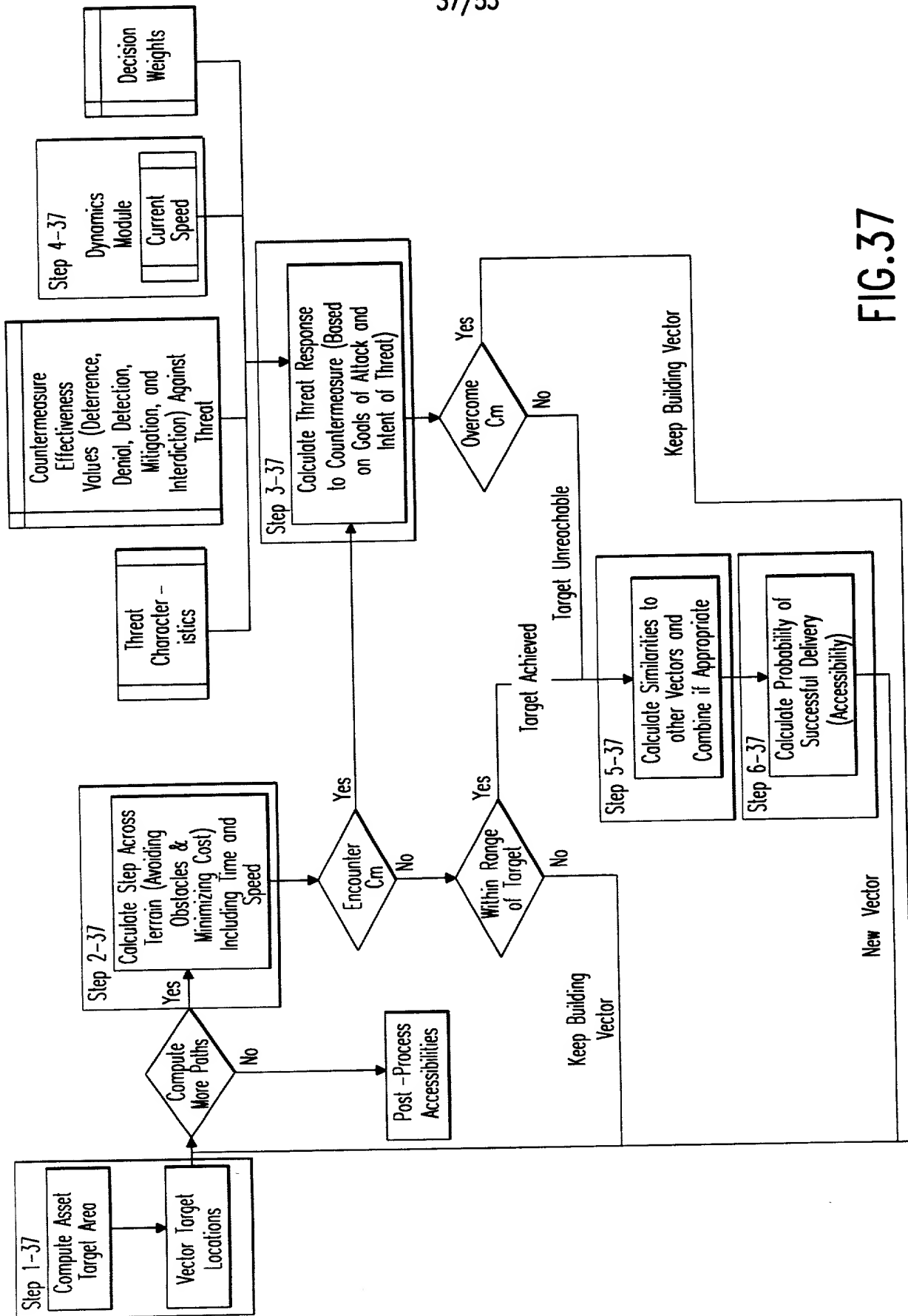


FIG. 37

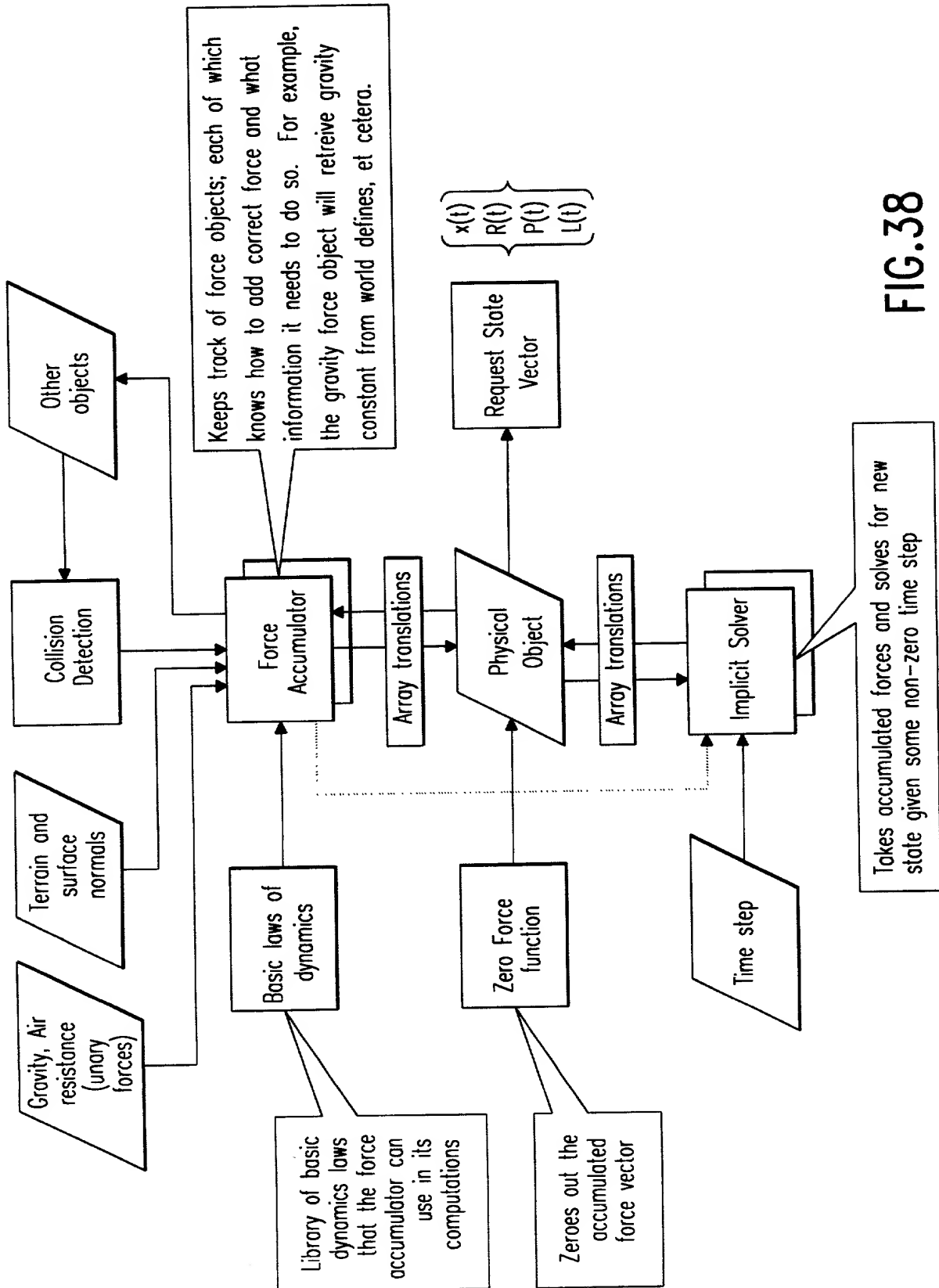


FIG.38

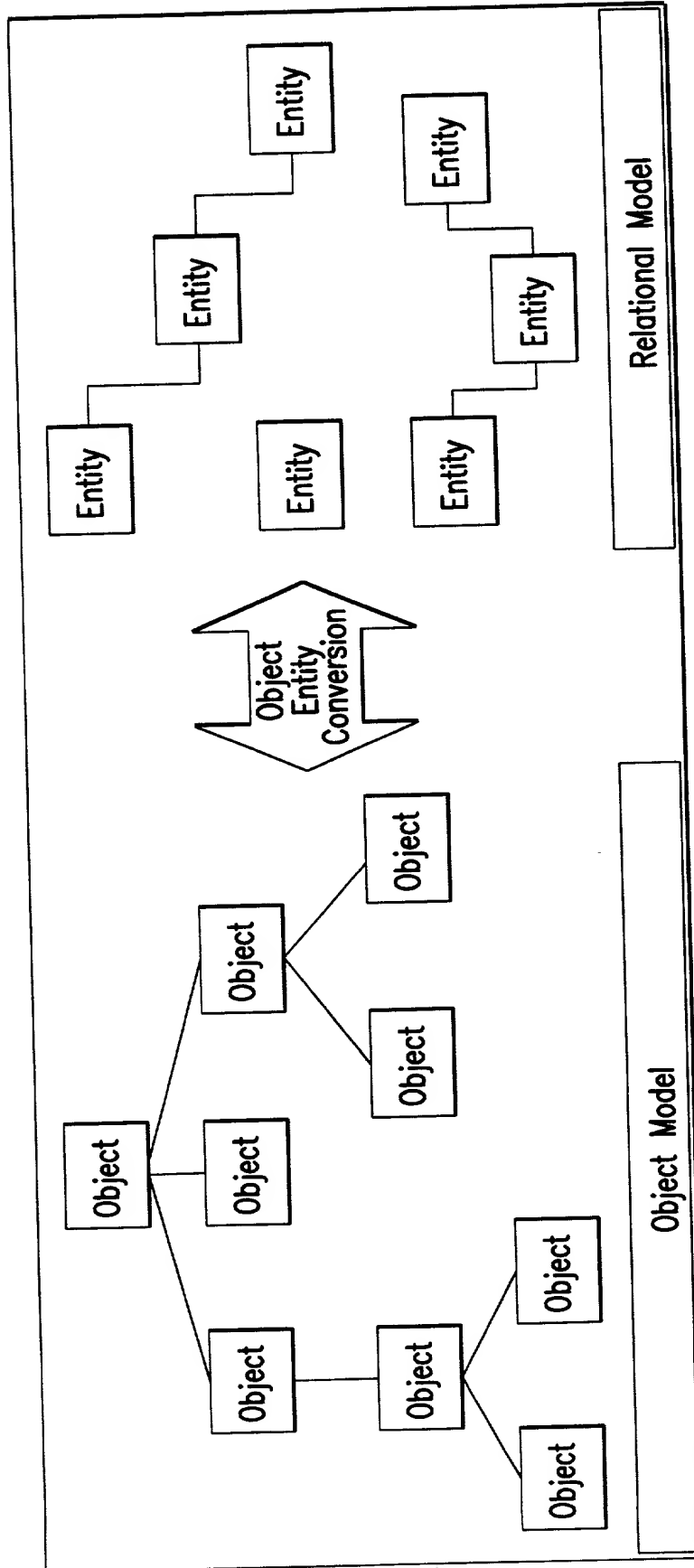


FIG.39

40/53

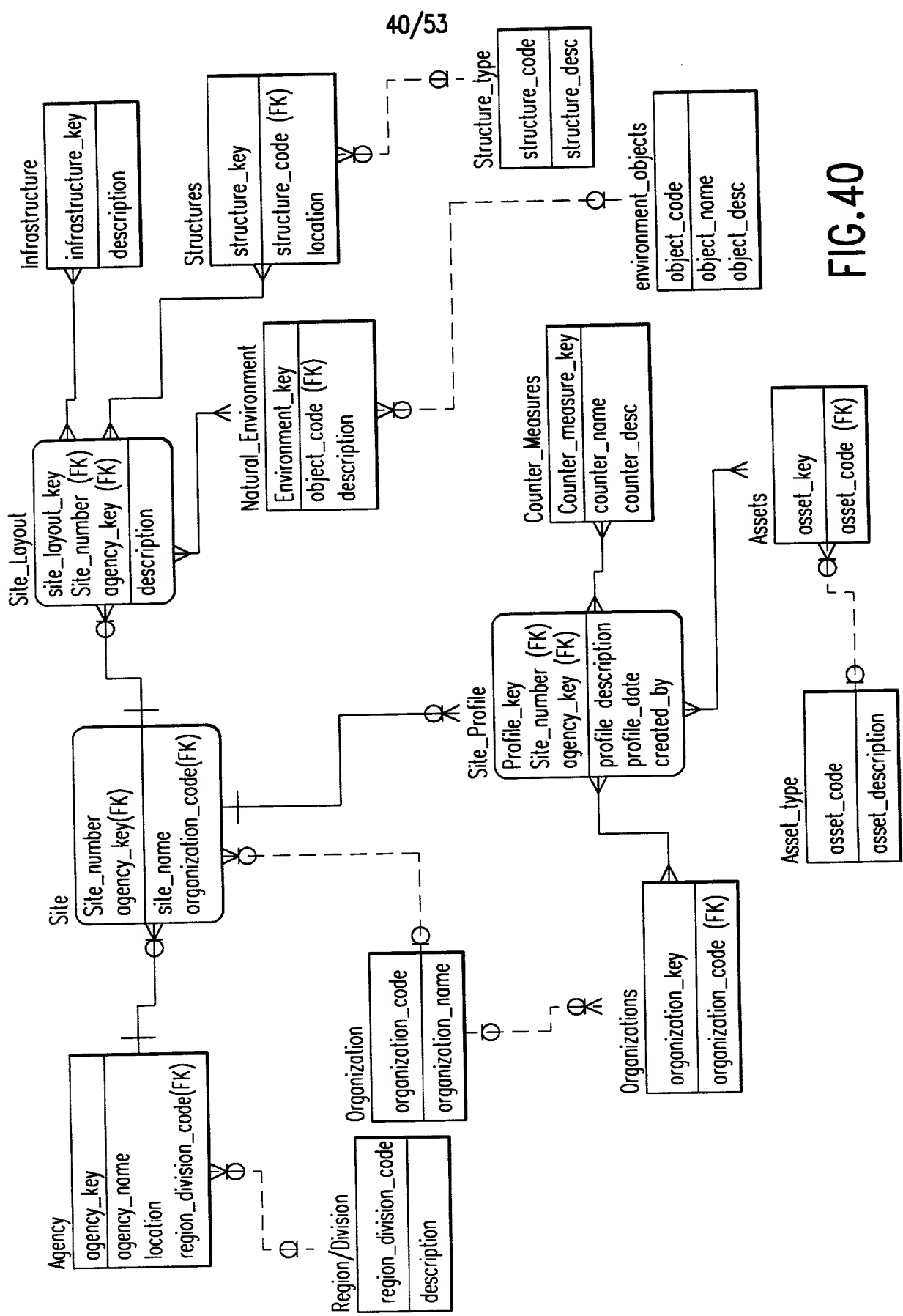


FIG.40

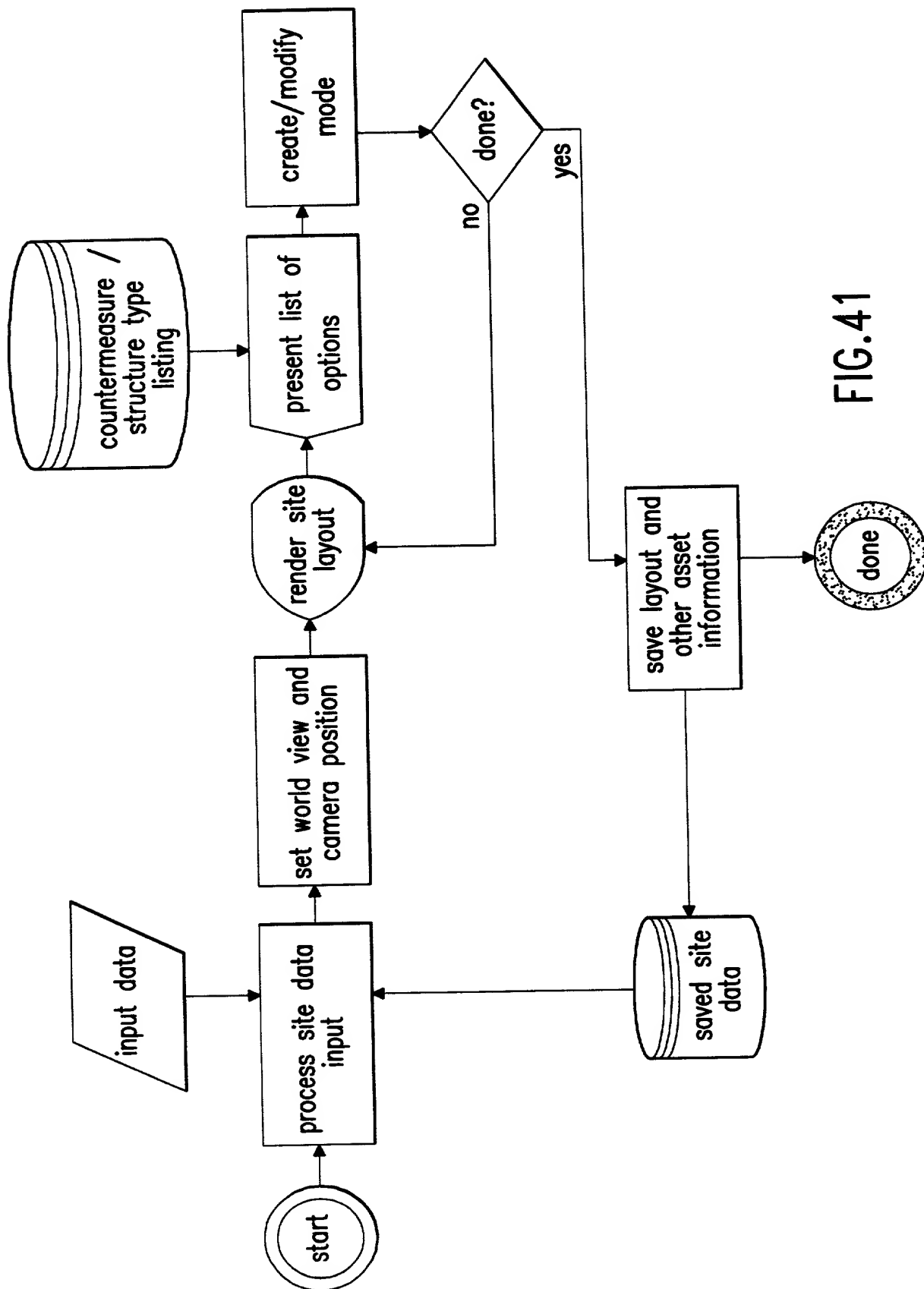


FIG.41

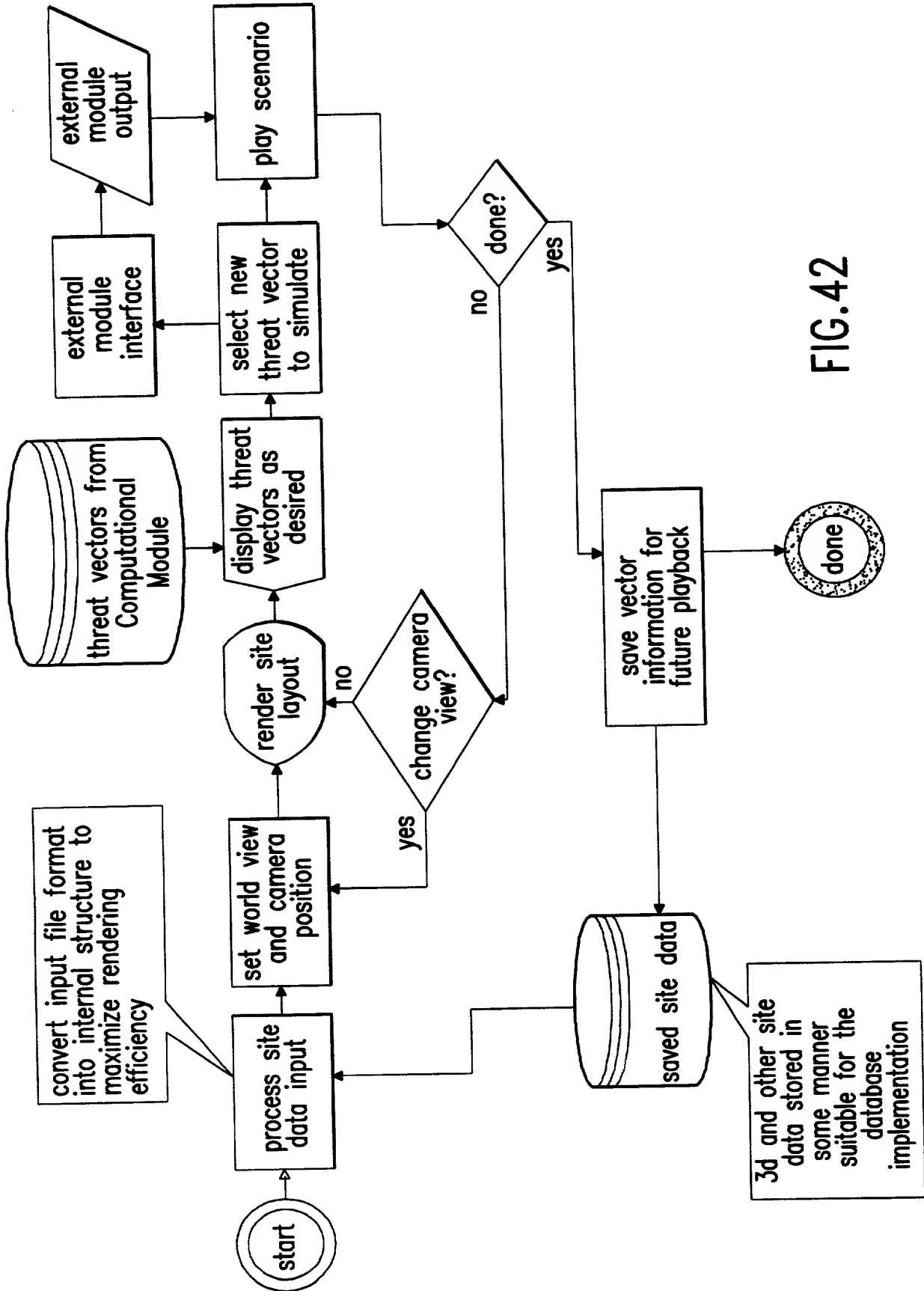


FIG.42

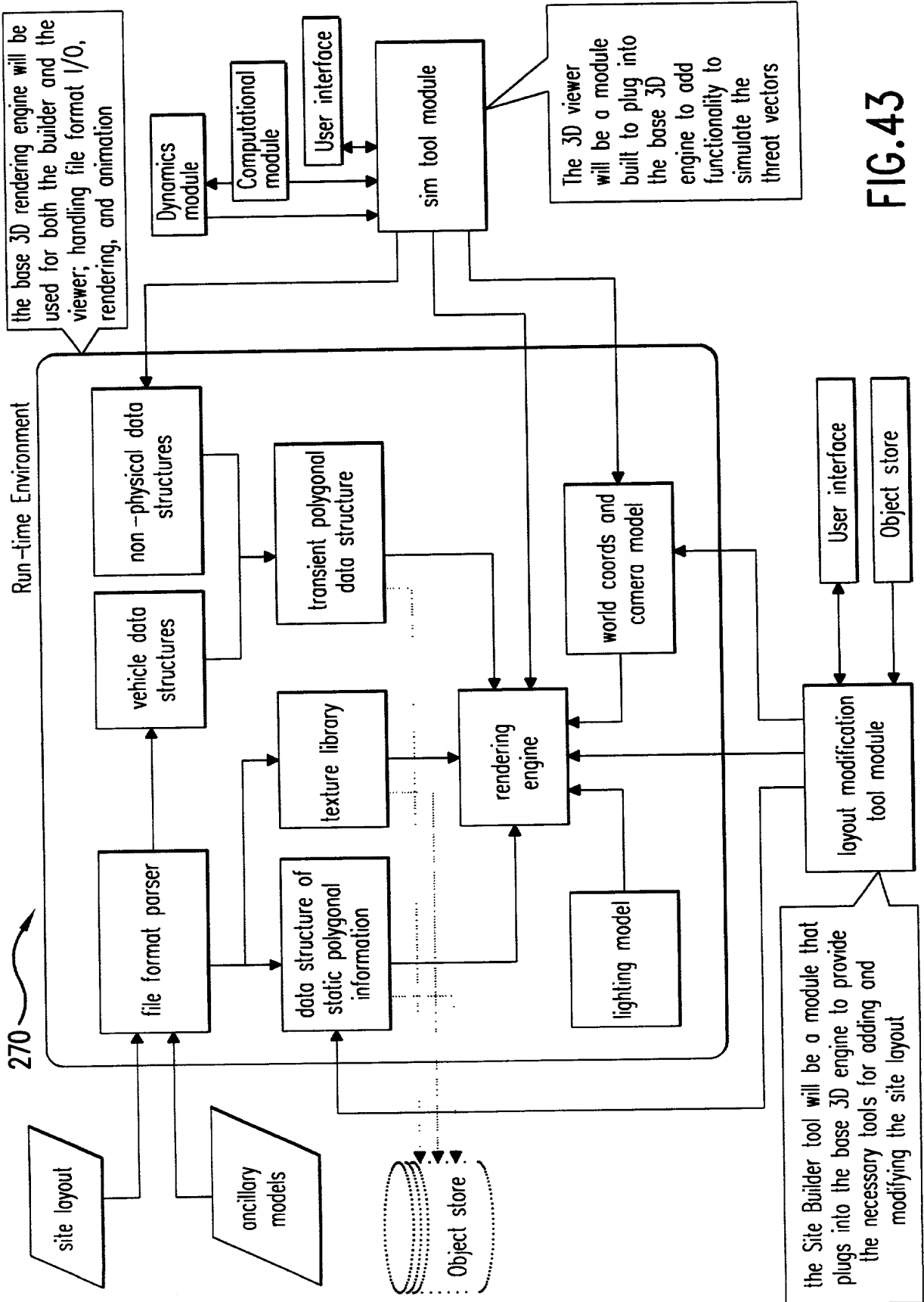


FIG.43

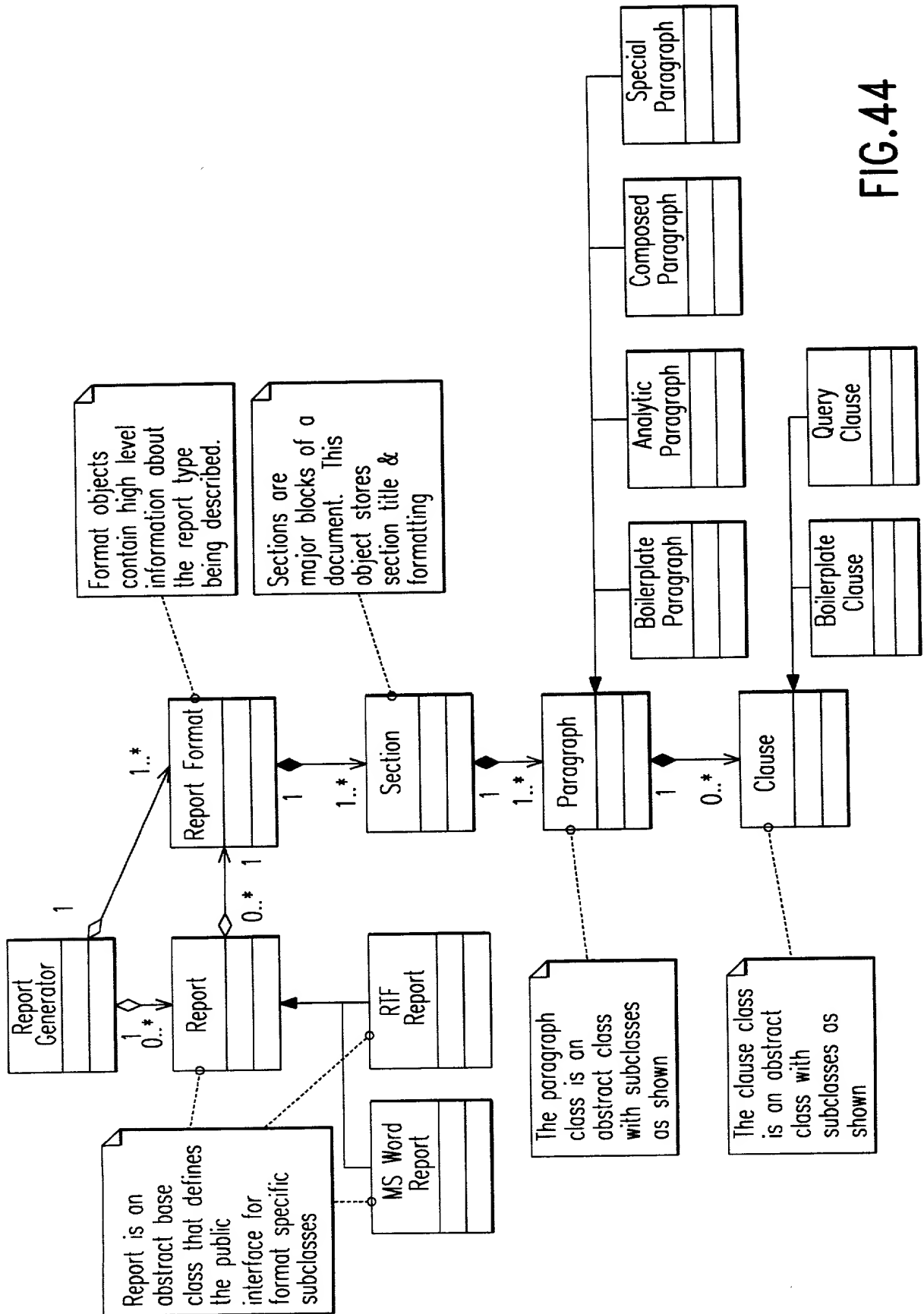


FIG.44

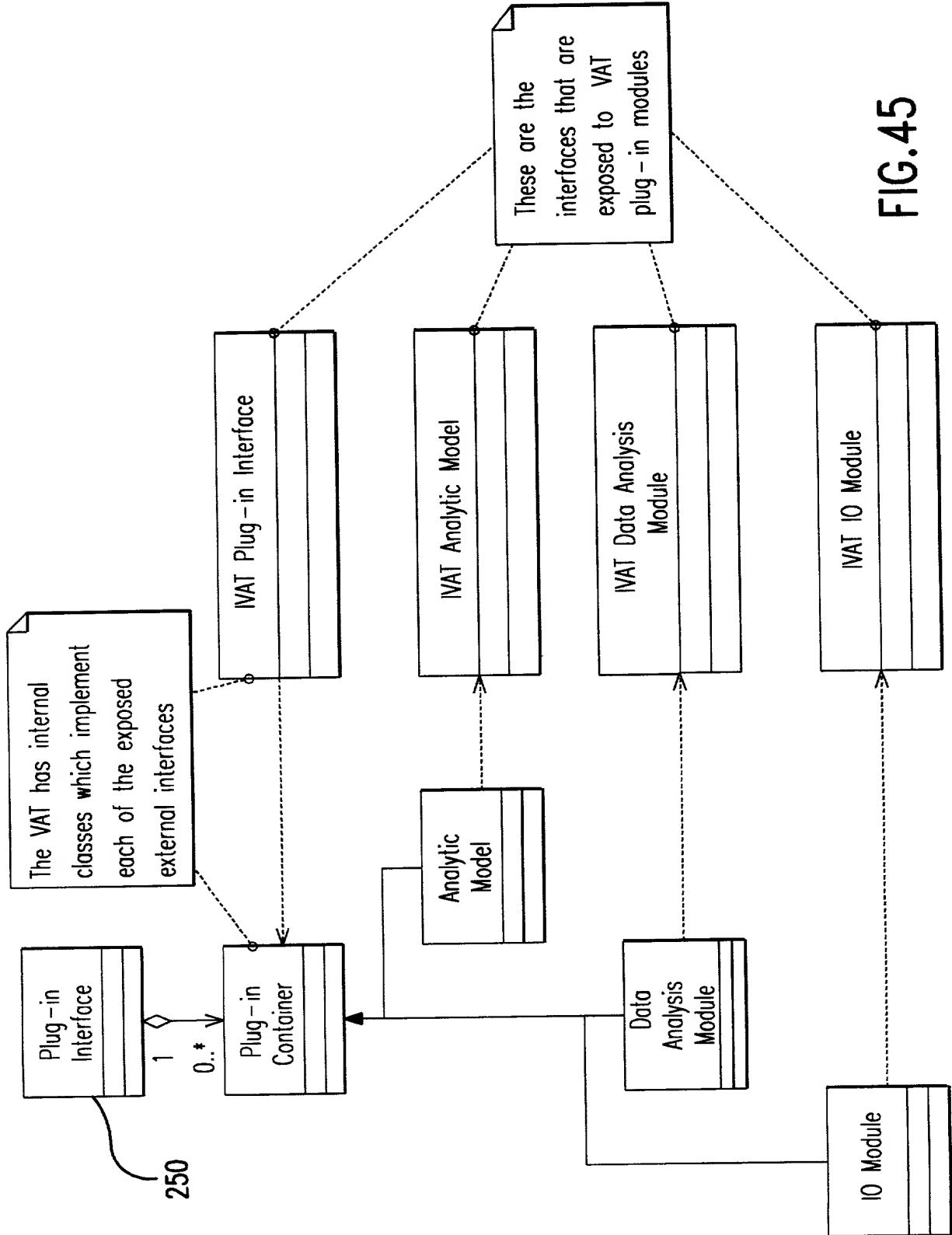


FIG.45

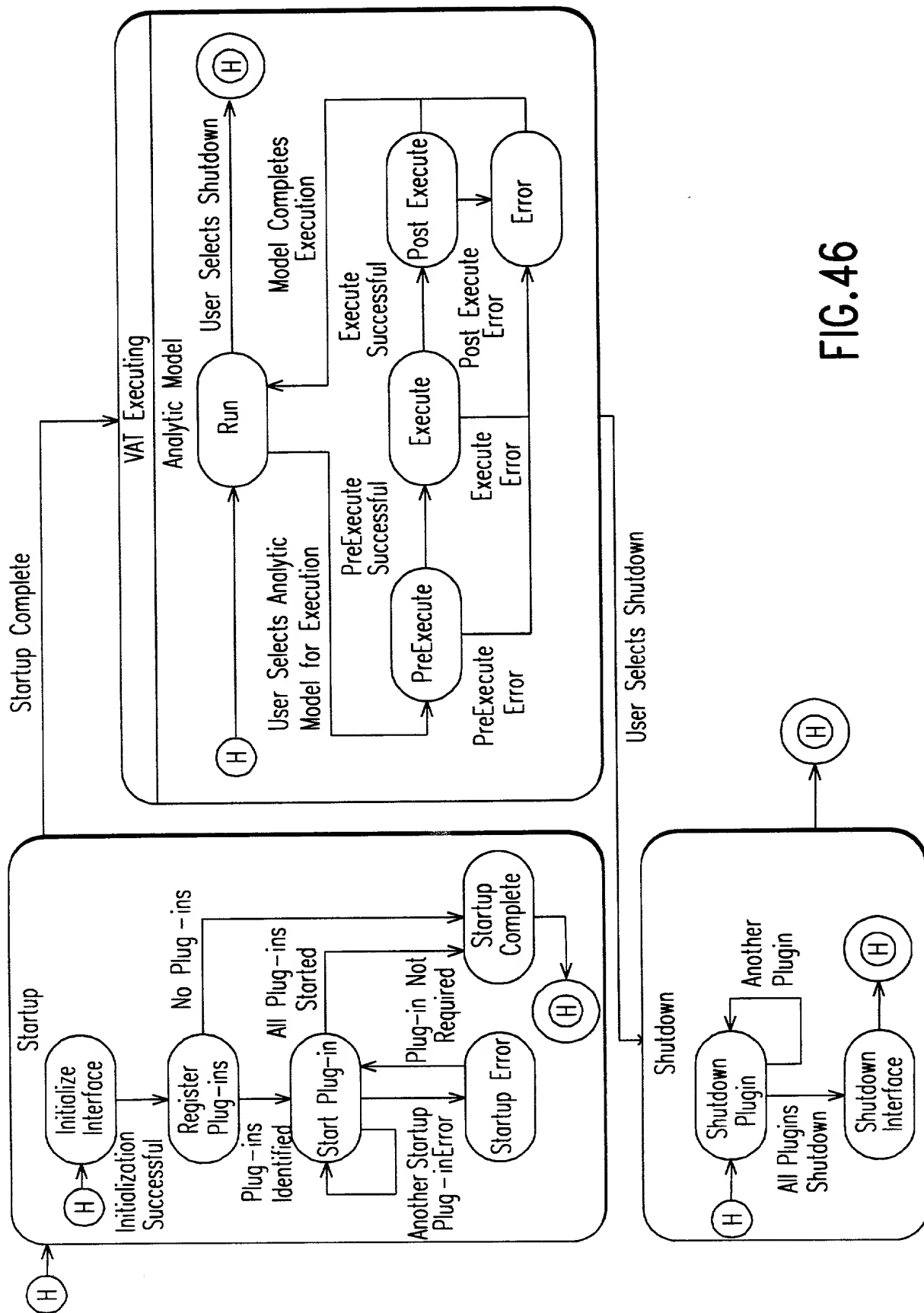


FIG.46

TIMS
File Edit Go Help

Browse
Search
Summary
Compare
Notes
Log

Sort By
Region of Interest

Region of

↓

Southeast

↓

Back

Forward

Site
Report
Date
Region of

Site 1	Report 1	10/27/99	Southeast
Site 2	Report 3	9/18/99	Northeast
Site 10	Report 2	9/29/98	South
Site 5	Report 9	2/13/99	West

Browse

FIG. 47

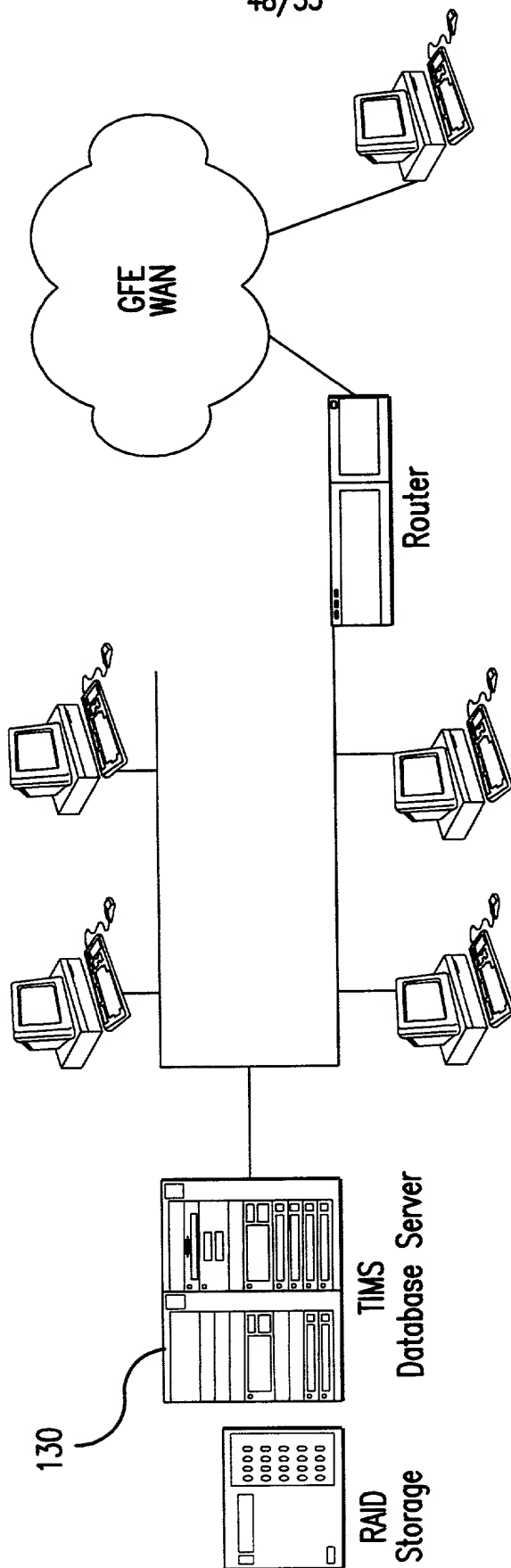


FIG.48

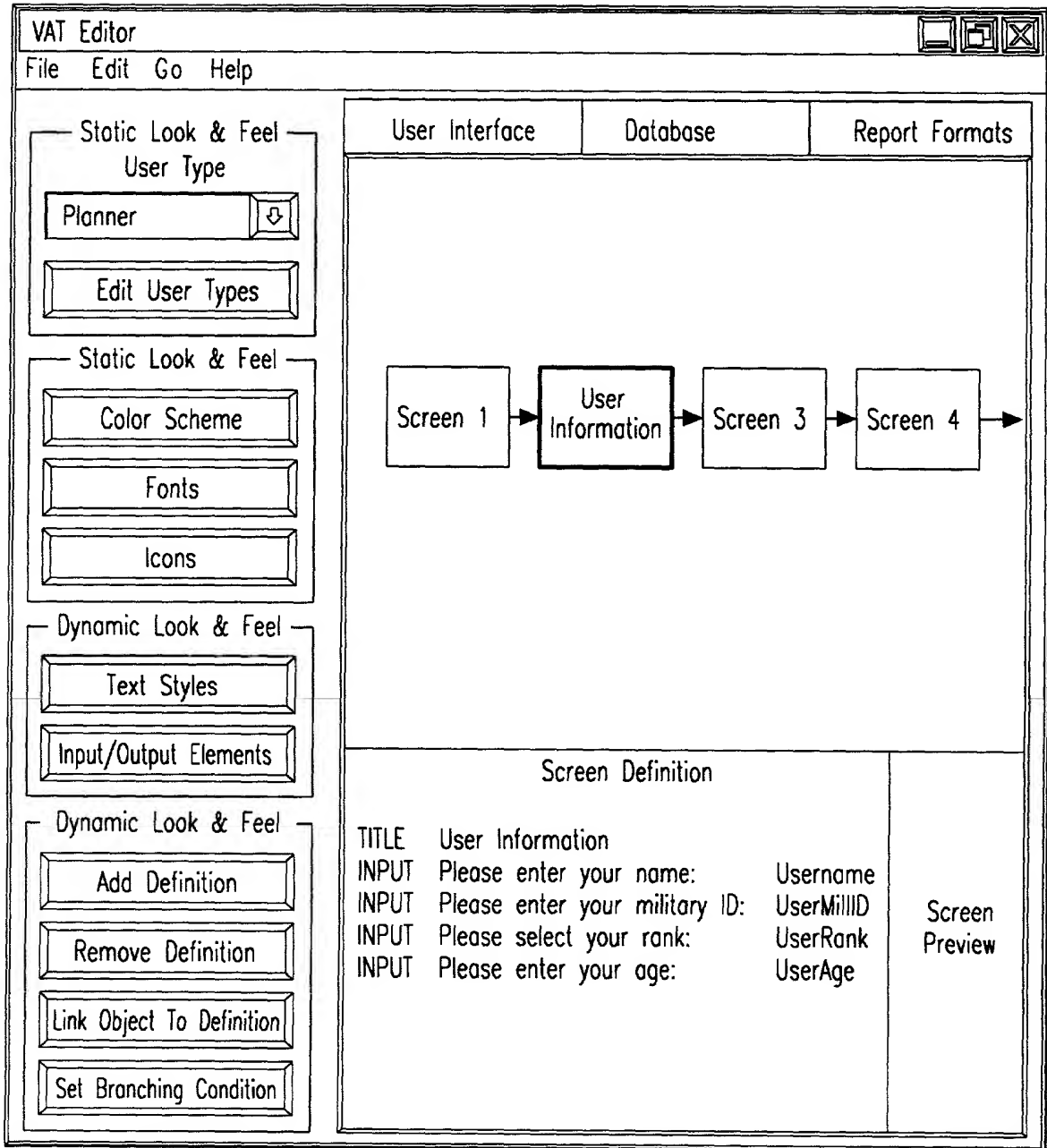


FIG.49

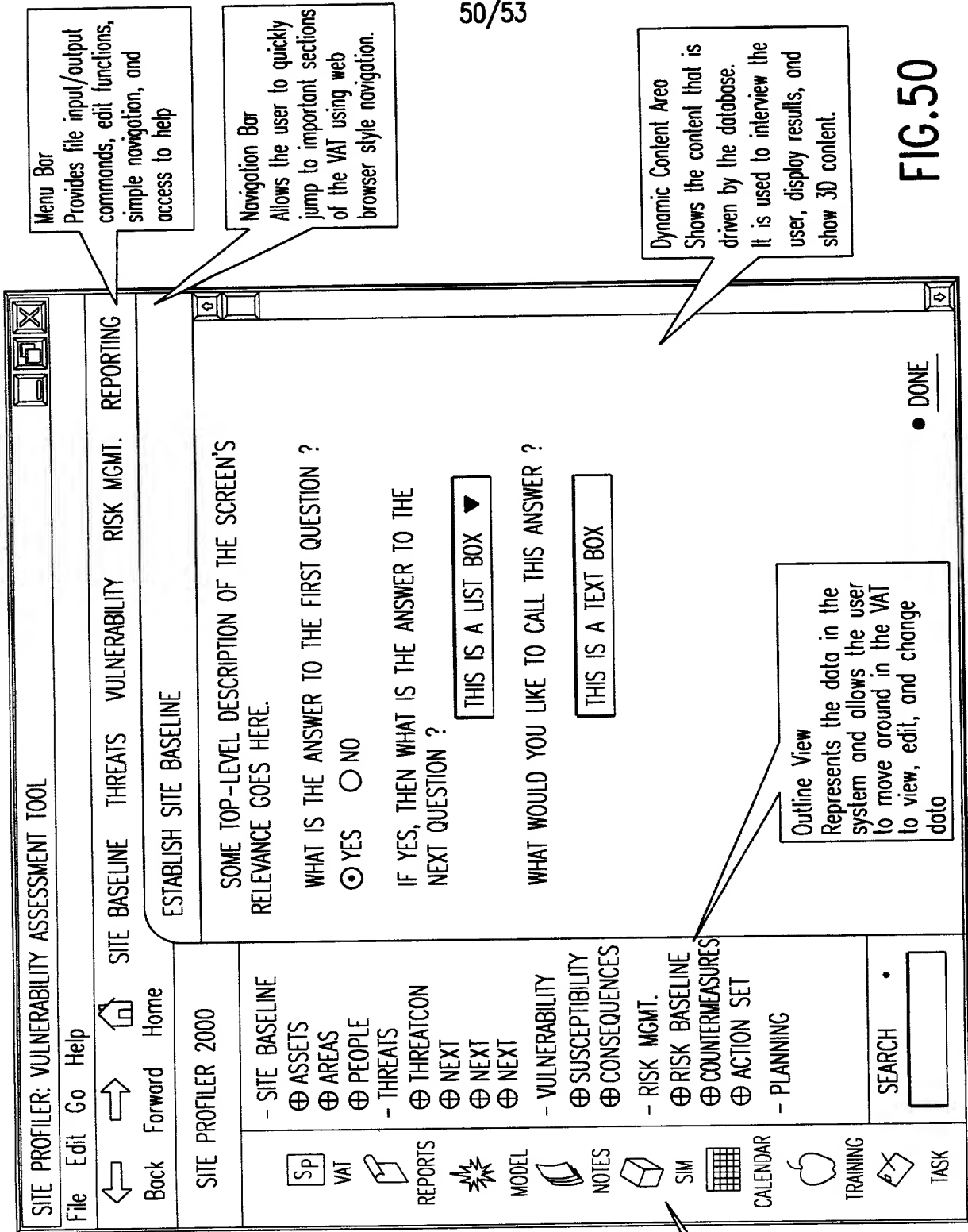
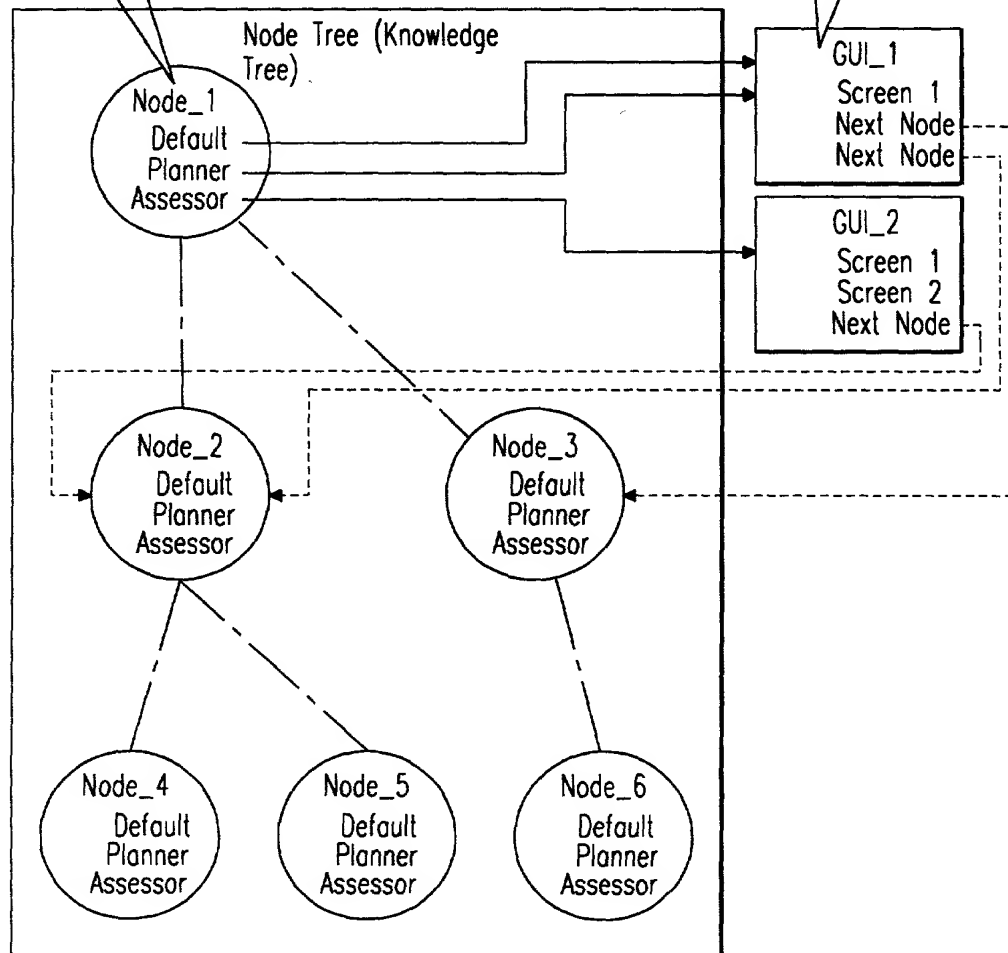


FIG.50

Nodes in the Node Tree have pointers to descriptions of their user interface. Each node can have multiple user interfaces associated with it. Different ones are used for different types of users.

Each GUI description object describes the GUI for a node. It can contain database input, output, buttons, graphics, charts, and graphs. It can also specify what node GUI should be shown next. If a node is not specified then the GUI Engine will determine the next one based on the Node Tree relationships and data dependencies.



Legend

○ Node in the Node Tree

□ GUI description object

— Node Tree relationship

— - - - -> Pointer to a GUI Description

- - - - -> Pointer back to a node

FIG.51

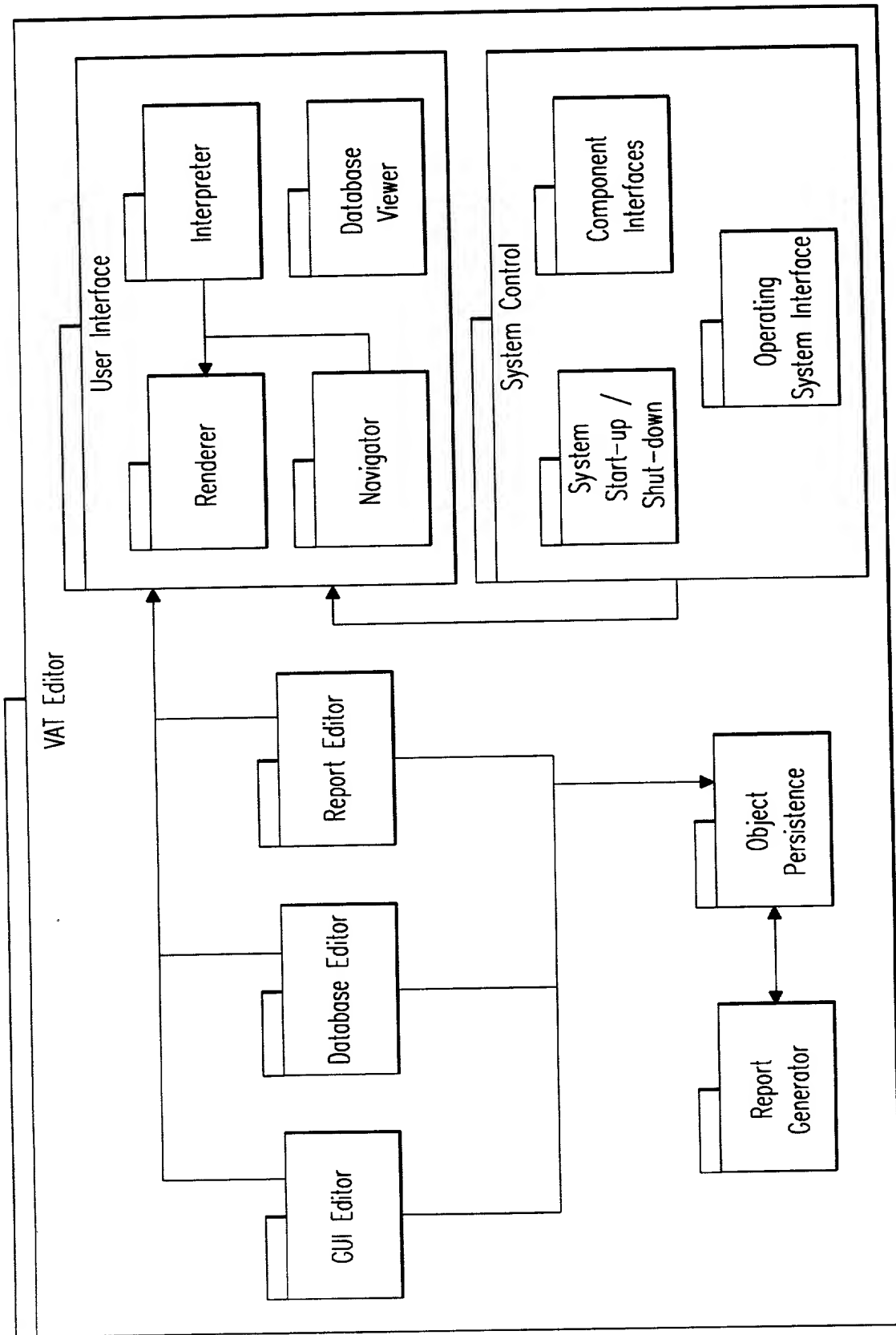


FIG.52

1. The VAT Editor is the main window of the VAT system. It contains the Database Editor, Report Editor, GUI Editor, User Interface, and System Control.

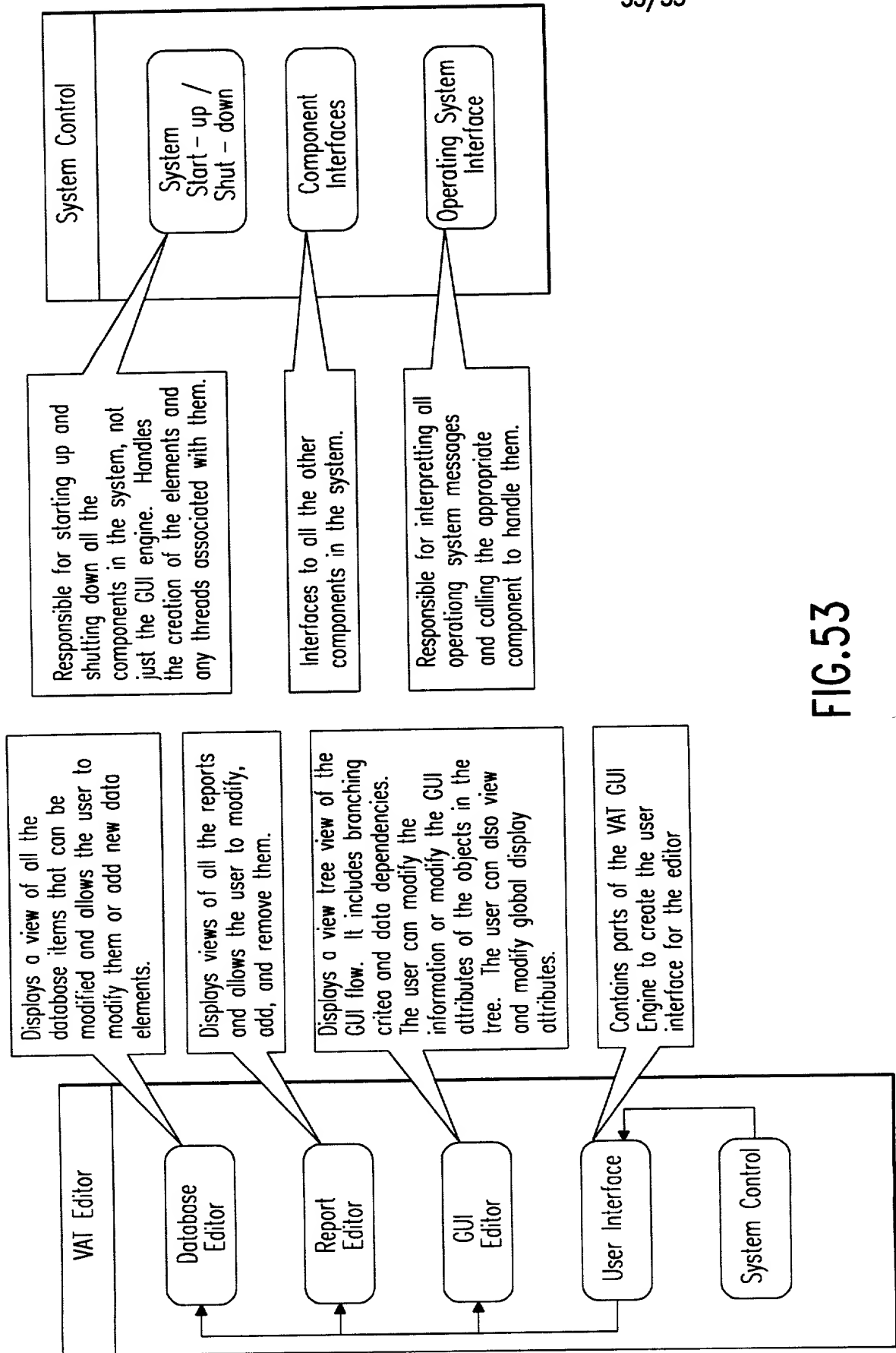


FIG.53